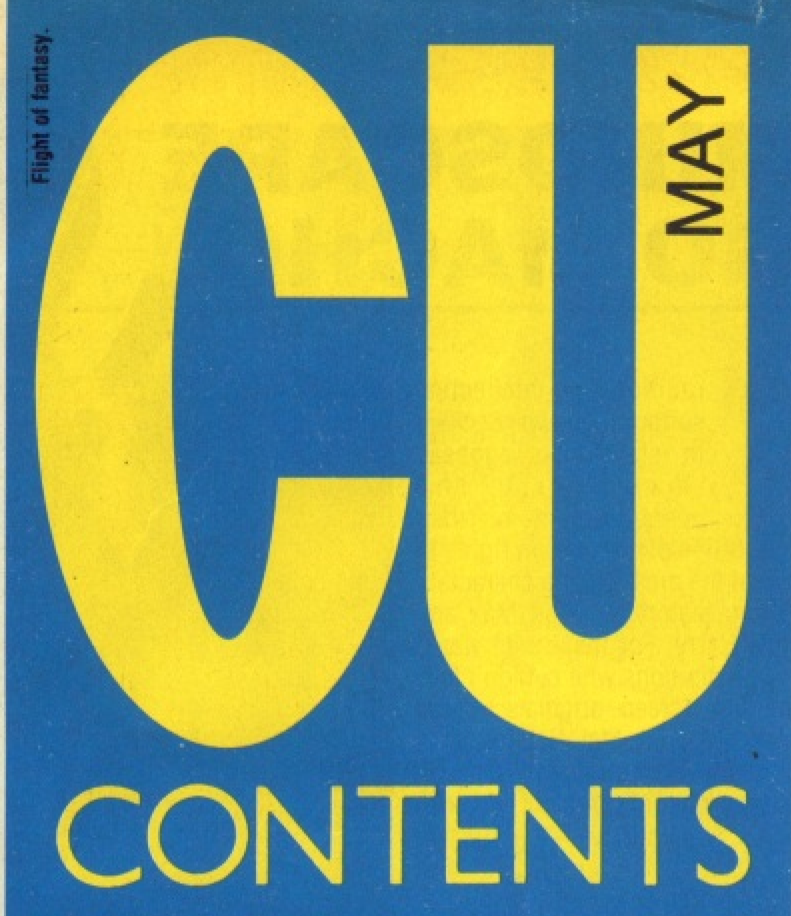

CU
AMIGA
BRITAIN'S BEST SELLING AMIGA MAGAZINE
MAY 1990
AN EMAP PUBLICATION
£2.85
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ANTHEADS
THEY'RE BACK!
50 YEARS AFTER THE DOGFIGHTS...
USG's FINEST HOUR?
DISK SPECIAL
2 COMPLETE GAMES
EXCLUSIVE
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Pipe Mania!!
ADDICTION BEYOND BELIEF!!
C and VG Feb 1990 94%
Pipe Mania is "a classic puzzle arcade game that is so addictive, it should come with a Government Health Warning!"
Pipe Mania is a game of great ingenuity, simple in concept and friendishly challenging to play.
You'll need to act instinctively, but think strategically!
One wrong move, one brief hesitation or mis-placed pipe section, and you'll drown in a sea of slime!
ST Action
"Pipe Mania is a conceptually simple and cheeky game which is incredibly addictive"
Commodore User Screenstar
"Terrifically addictive... outlasts any arcade conversion"
AVAILABLE FOR
Commodore Amiga
IBM PC and Compatibles
Atari ST
Commodore 64 Cassette
Commodore 64 Disk
Spectrum Cassette
Spectrum Disk
Amstrad CPC Cassette
Amstrad CPC Disk
MSX
BBC Electron Cassette
BBC Disk
Apple Macintosh
Archimedes
Pipe Mania
Zero March 1990 92%
"Buy this game and you may never sleep again"
The Games Machine Star Player Award 83%
"A puzzle game of great ingenuity and addictivity, Pipe Mania is simple in concept, fiendishly challenging in play, and attractive to look at"
Zzap Sizzler
"Absolutely guaranteed to drive you round the bend"
Amiga Computing Excellence Award 95%
"A game with a game play that shines"
Game Players Award USA
"Best PC strategy game of 1989"
C+VG HIT!
FORMAT AMIGA GOLD
THE One FOR 16-BIT GAMES
ATARI ST AMIGA PC
machine STAR PLAYER
ZERO HERO
GAME Players GAME OF THE YEAR
EMPIRE
The Stannetts • Laindon North Trade Centre • Basildon • Essex • SS15 6DJ



Flight of fantasy.

SPECIALS



REGULARS

Robot Monsters haven't escaped review — page 53.





Midwinter's in our sights — in depth strategy page 30.

Don your tin hat, Ant Heads explode on page 26.





Ivanhoe exclusive — page 44.

REVIEWS

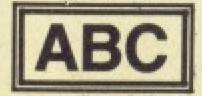


Colorado on the warpath — page 57.

Editor — Steve James; Staff Writer — Mark Patterson; Art Editor — Elaine Bishop; Advertising Manager — Tom Glenister; Sales Exec — Tina Zanelli; Classified/Production Manager — Remzi Salih; Publisher — Graham Taylor; Editorial/Advertising — 01-251 6222;

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50,270
July-Dec 1989

Member of the Audit Bureau of Circulation



MINDSCAPE GO MACHO

Traditionally intellectual softhouse have decided to shed their egghead image with the announcement of their acquisition of conversion rights to two of the most macho characters in film history — Mad Max and Dirty Harry. For those with weaker constitutions who couldn't face the big screen originals, "Mad Max" starred Mel Gibson as a brigand battling his way through the hordes of barbaric punkish types who survived the nuclear holocaust which turned the earth into a petrol-starved wasteland. "Dirty Harry" featured Clint Eastwood in the slightly more mundane but no less violent role of a brutal cop obscenely dedicated to blasting the streets of San Francisco clean of scum and lowlife. And when do Mindscape intend to make our day by releasing this aggro-crammed pair of goodies? Alas, details are not yet forthcoming.



EMPIRE ENTER WORLD CUP

The latest software house to announce their intention to cash in on the impending world cup fever is Empire/ Entertainment International. Due out any day now, *World Cup Compilation* features three of the most popular soccer games of all time — Anco's *Kick-Off*, Goliath's *Track Suit Manager* and Microdeal's *International Soccer* — together with a large full-colour wall-chart stuffed full of world cup facts and information, all for the very modest price of £24.99.



ELITE GO TO THE ARCADES



Elite Software have just broken a lengthy period of software silence with the announcement of their recent acquisition of three Sega coin-ops for conversion. The games in question are *World Championship Soccer*, *Last Battle* and *Tournament Golf*, and are all planned for release this November.

YELLOWHEAD STREET SIGNED

Fans of Yorkshire Television's "Yellowhead Street" will be pleased to learn that the streetwise police series, which features the adventures of seven unorthodox cops in their attempts to fight crime and survive in the world's most disorganised city, Hong Kong, has been signed up by The Edge. More than slightly reminiscent of "Miami Vice" and with the requisite dollop of designer violence, "Yellowhead Street" should be making its appearance on your Amiga in the latter half of this year.

UP THE IRONS



The International Licensing Syndicate are currently touting the licence for Iron Maiden mega mascot Eddy.

Eddy, created by artist Derek Riggs, has adorned every one of the Irons album covers not to mention countless posters and t-shirts. Whether any of the group will be appearing is as yet unclear as is a definite candidate for the licence. Though as a point of interest CU actually carried an interview with front man Bruce Dickinson slightly over two years ago, how about that for exclusive?

Ocean, Mindscape, Virgin and US Gold are all said to be chasing after this licence. We'll keep you posted as to the results.



FLIMBO'S QUEST

A cute platform game from System 3. This 32-colour, parallax scrolling game has our hero, Flimbo, up against a Mad Professor who's kidnapped Flimbo's girlfriend in an attempt to gain eternal youth. It's a race against time as she's going to cop it at midnight. To get to the Professor's castle Flimbo has to race through seven levels collecting scrolls to let you pass into the next world. Watch out for a whole host of dragons, bats, dogs and various other nasties.

FIRE AND BRIMSTONE

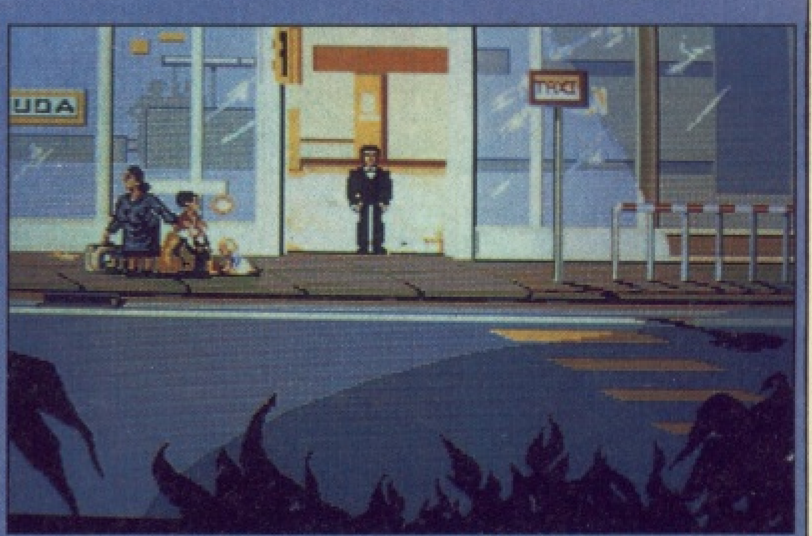


The evil influence of the goddess Nel is permeating up through the eight kingdoms of the Norsemen, and the other gods have chosen Thor to travel through the eight lands and clobber her. *Fire and Brimstone* is a huge arcade epic much in the style of *Ghouls and Ghosts*. It should be out in May.



OPERATION STEALTH

Help! A top secret STEALTH bomber has disappered and you've been sent to investigate. It's your job as a top secret CIA agent to track the culprits down and return the plane. The likely destination of the bomber would appear to be the South American republic of Paragua. Unfortunately, the drug crazed psychotic dictator is violently anti-American, the KGB are also in the hunt and what is the involvement of the sinister Spyder crime organisation? Out soon from Palace Software.



THE PLAGUE

Soon-to-be-publishers The Software Business' next import will be a shoot 'em up in which you play a be-lasered barbarian-style hero hell-bent on blasting numerous monstrosities, the most fearsome of which will be a supernatural earthworm as high as a Leyland bus.

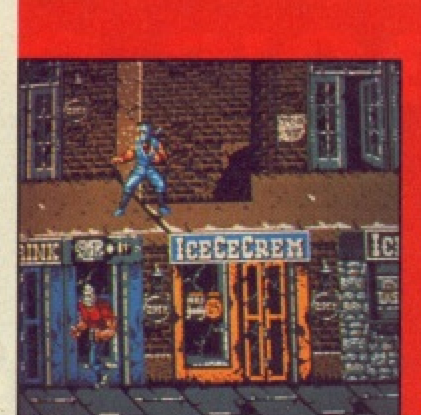
This left to right scroller will come complete with the full contingent of thrills and spills, so we're told. Out on the Amiga in a smidgen after June.



BUZZ

THE TOYOTTES

With the success of *TinTin on the Moon* and *North and South*, it should come as no surprise that Infogrames are going for the hat trick (or 'Trick de la Chapeau') with their third comic book adaptation. In *The Toyettes*, Barnaby, has managed to get himself lost in a huge labyrinth. You get to the errant brat. But who are the Toyettes?



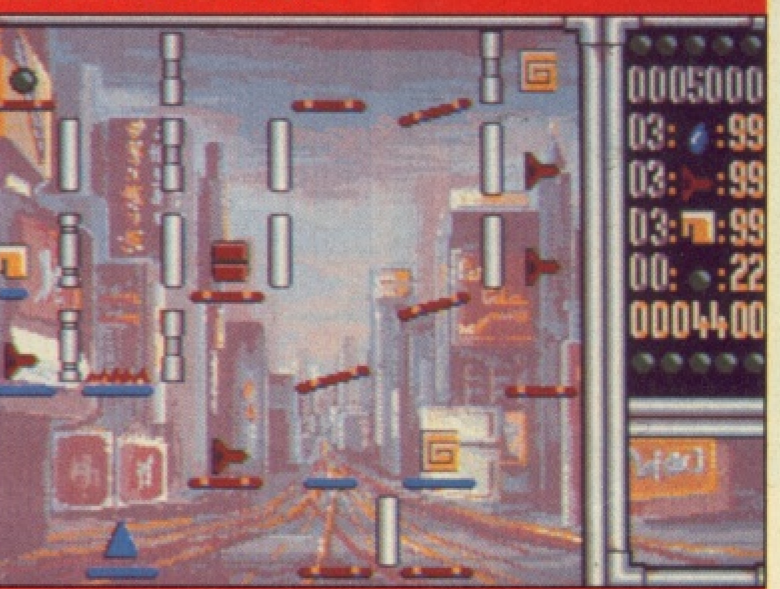
SHADOW WARRIOR



Tecmo's beat 'em up of last year is the latest in Ocean's seemingly endless stream of coin ops conversions for the Amiga. This one is of the oriental beating and slashing variety. The aim, as usual, is to club anything that moves, and with six levels of play, that could take quite some time. Unlike the conversion, which should be here soon.

POP UP

Ever fancied bouncing a little energy ball from one era to another, taking in the prehistoric and middle ages before hitting modern times and then the future? And then once you'd done all that, doing it all again with screens of your own creation, made with a built in screen editor? No, we haven't thought of it, but infogrames seem to think that once *Pop Up* goes on sale, everyone'll be doing it.



DUSTER



Living in Heaven isn't all fun, you know. Particularly when it happens to be the name of an agricultural colony in the year 3800ad. Genetic mutations don't help matters either, as they spend all their time trying to eat the farmers crops. Fortunately the 'Dusters', space age bug bashers, are on hand to destroy the mutants. Imagework's latest is programmed by Realtime Software, who have built a strong reputation for quality 3D vector games, so chances are it'll be pretty good.

WARNING!

Do not play this game if you are of a nervous disposition

COMING VERY SOON FOR THE AMIGA

LIFE & DEATH

You are the Surgeon!

Distributed by



Play ***Life & Death*** and you will have the responsibility of holding a human life in your hands as you cut into living flesh.

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TRACY BEING CHASED

Hot on the heels of the news that Warren Beatty and Madonna are a star in a new mega-massive silver screen version of that hero of cartoon and comic, Dick Tracy, comes a rumour that some lucky software house has secured software conversion rights to the square-jawed '50's private eye and his dame Breathless Mahoney. With the film due for release in these parts in August and certain to be a box office smash, competition for the conversion rights is believed to be fierce, but, although there was no official confirmation at the time of writing, a rumour reaches us that Titus may be the lucky winners of this much-coveted licence.



LINEL TO TELL NEVERENDING STORY II



Swiss softhouse Linel have signed up the conversion rights to the forthcoming sequel to the fantasy film, "Neverending Story". In "Neverending Story II", the adventures of our youthful hero Bastian Bux in Fantasia continue as he does battle with the evil sorceress Xaide to prevent her destroying Fantasia. The original film covered just a third of Michael Ende's bestselling book, and "Neverending Story II" looks set to be followed by at least one further sequel to conclude the story. Once again the film features extraordinary animation (provided by muppet-genius Jim Hanssen) and spectacular special effects courtesy of the team that did the honours for "Batman".

ELECTROCOIN GO HOME

Leading coin-op distributors Electrocoin have announced their intention to begin producing games software for the home market. With many major coin-op manufacturers already making use of Electrocoin's London arcade to site-test their hottest new products, it would seem that their new software wing could enjoy a considerable advantage over other home software manufacturers in the ever-competitive race to identify and sign the hottest new arcade games for the home market. The first game due for release on Electrocoin Software will be their conversion of SNK's *Time Soldiers*. Although Electrocoin's initial releases will be conversions of coin-ops, their intention is to develop their own original games. The Amiga version of *Time Soldiers* is understood to include simultaneous two-player control and multi-directional scrolling.



CALIFORNIA GAMING (AGAIN)

A mere three years or so since the release of the hugely popular multi-event *California Games*, Epyx/US Gold have just announced their intention to bring out a follow-up. *California Games II* is scheduled for a November release. (Can anybody still remember how to frisbee?)

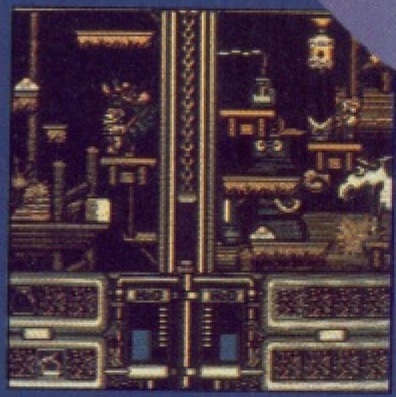
EDGE GET MONEY FOR NOTHING



The Edge have just announced their acquisition of an unusual new licence: this summer will see the release of a game based on the world's most popular 24-hour music video TV station MTV. And, as a tie-in with this licence, they will also be using the Dire Straits song "Money For Nothing" on the soundtrack (slightly bizarrely, as this song actually slags off the whole MTV culture). According to a spokesperson for The Edge, the resulting product will be "an exploratory game in which you try to become a rock star on MTV".



UP AND AWAY

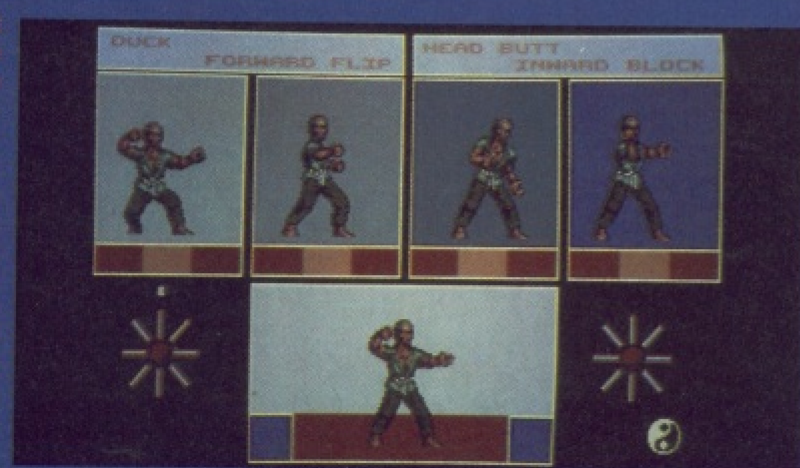


Imageworks goes cutesey. Magnose and Flip It have won a holiday to Earth. But while they are here, they must steal all of our water before they return to Mars. Only one of them can win — so as well as avoiding all the obstacles the humans throw at them, they will have to battle against each other. *Up and Away*, Imageworks promises, will add lots of new twists to the old platform style games.

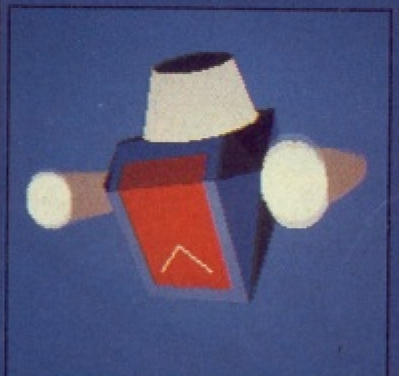


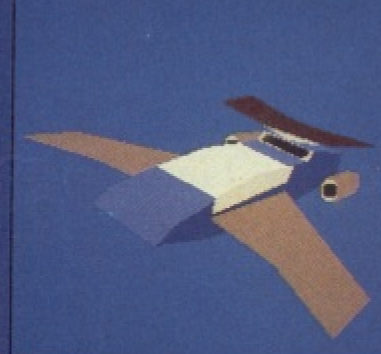
ORIENTAL GAMES

Microstyle enter the beat 'em up arena with a game covering no less than three different fighting styles — Kung Fu, Freestyle and Kendo, and you get to allocate a whole series of moves to a particular joystick action. For example, aim when you hit fire and up, your man could a) smash the opponent in the stomach, b) jump over him, c) turn round and d) kick him one in the head. Ah, there's nought more fun than mindless violence . . .



KILLING CLOUD





A toxic cloud has settled over 21st century San Francisco and killed half the population. Set against a backdrop of lawlessness and organised crime, the player must trace the Black Angel leaders responsible for the cloud and stop it from spreading further. Released on the Imageworks label, *Killing Cloud* uses the technologies developed from flight and driving simulations, but integrates them into the game instead of designing the game around them — or so we're told.

MIGHT AND MAGIC II

This is an enhanced sequel to the original RPG game, *Might and Magic*, from US Gold. It's a four-dimensional adventure game that takes you and your merry men around the mysterious world of Cron and flips you back into the past or way into the future. It's a text driven adventure that take you through a stone maze with interconnecting passages filled to the brim with witches, ghosts, goblins and grim reapers aplenty.



THE CU COLLECT

VOLUME 1. GRAVATTACK&

GRAVATTACK

Who else gives you TWO WHOLE games on a cover disk? Eac month CU will be bringing you the very best in top name demo and addictive games.

A clever variation and tribute on the classic Thruster. Control your craft over the multi-coloured mountainous landscape collecting six keys per level. Easy? Forget it. Gravity's a real downer. You'll need wits to survive one level, let alone the rest. Let the good times scroll.

Fly the little craft through the open spaces, taking great care not to collide with any walls or solid surfaces. Collect the bouncing keys and shoot the gun emplacements. You are constantly pulled towards the ground, so you have to carefully apply thrust to remain airborne. To turn, rotate the ship and apply thrust to push you in the direction facing. Monitor your fuel levels carefully and don't drift too fast. Good luck.

Controls.

Keyboard only.
Z,X – Rotate left, right
. – Thrust
/ – Fire guns
Space – Activate shield. Only protects you against eneny guns, not walls.





& ST BASH

ST BASH

Yes! Your chance to strike back at the software industry! Shout it loud and clear! No more ST Ports! The STs of the world lie in front of you. Use your cannon to blow them and their evil minions away, 520, 1040 and Mega ST alike. Be warned, they do fire back. However, you have Commodore by your side, and they have valiantly laid on some special Amiga shields, which will absorb some shots for you, but not many. Hit that trigger button and launch into what could become the most exciting experience of your life!!!

Controls:

Joystick Controlled.



Man Utd, TV Sports Basketball and Player Manager — all moving in the right direction.

THIS MONTH'S AMIGA CHART

TM	LM		
1	NE	ITALIA 1990	CODE MASTERS
2	NE	MANCHESTER UNITED	CHRYSALIS
3	10	RAINBOW ISLANDS	OCEAN
4	5	ADVANCED SKI SIMULATOR	CODE MASTERS
5	17	CAPTAIN BLOOD	SMASH 16
6	NE	TV SPORTS BASKETBALL	MIRRORSOFT
7	1	X-OUT	RAINBOW ARTS
8	NE	BOMBER	ACTIVISION
9	19	PLAYER MANAGER	ANCO
10	3	DRUM STUDIO	PLAYERS
11	2	OPERATION THUNDERBOLT	OCEAN
12	4	TREASURE ISLAND DIZZY	CODE MASTERS
13	7	CHASE HQ	OCEAN
14	RE	SHADOW OF THE BEAST	PSYGNOSIS
15	RE	XENOMORPH	PADORA
16	6	INFESTATION	PSYGNOSIS
17	8	SUPERCARS	GREMLIN GRAPHICS
18	RE	KICK OFF	ANCO
19	RE	UNTOUCHABLES	OCEAN
20	NE	DRAGONS BREATH	PALACE

BACKCHAT

CU LETTERS

Write to us at CU, 30-32 Farringdon Lane, London EC1R 3AU.

Wings

The RAF Gutersloh Mechanical Transport Squadron based in Germany is holding its annual Fete and Driver of the Year Competition on 10th June in aid of Guide Dog for the Blind and Royal Air Force Benevolent Fund. Last year's event raised £3,000. I would be grateful if you could donate anything that could be included in our grand draw.

J.J. Hall
Flight Lieutenant,
RAF Gutersloh,
West Germany.

What about air-lifting CU's advertising manager Tom "Wings" Glenister to West Germany and raffling him off? On second thoughts, you want to raise a lot of money. We will see what we can do. Meanwhile, if any CU readers also want to help out, let us know.

Oz costs

A lot of people are complaining how pricey (unfair?) Amiga games can be. But have you ever seen Amiga games cheaper than C64 games? In Australia I saw *Flight Simulator* priced 99.95 Australian dollars (about £45) for the C64 version and 70 Australian dollars (about £35) for the Amiga Version. This is totally unfair. Over here every game has its individual price depending what kind of game it is. So you lucky people in England stop complaining about the price of games and think about us 64 owners in Australia

Alan De'Arth
Victoria,
Australia.

It's a tough life in Australia. The solution is to buy an Amiga

Pipe down 2

In reply to last month's letter from G. Tate, just who the hell does G. Tate think he is? Pipemania is one of the most addictive games I have ever played. As for him slating the graphics, well who needs amazing graphics when it plays this well? So you're right, Tony, and you're wrong G. Tate. So there.

Mike Monroe
Camberley.

Do any other readers have any thoughts on this controversial topic, or will the argument remain insolved. Please don't let us know.

Soopah ads

I was looking through a varied smattering of computer publications the other day, and the one thing that puts CU a cut above the rest simply has to be the imaginative advertising layout. Colour is varied throughout the magazine, unlike certain other titles, and there seems to be a lot more colour than most magazines. Does this mean your ad team are better sales people? Yours admirably.

A Dawnes,
Melksham.

Well, there's a compliment. As we always say, if a magazine's worth doing, it's worth doing well.

Stumped

Is there a cricket game for the Amiga other than Cricket Manager-style games? I want a game where I can select batsmen, bowlers, field placings, one day or test matches.

Gary Eastwood
Birmingham.

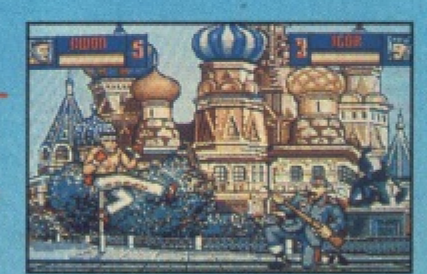
Sorry, Gary, but we can't think of any cricket games for the Amiga. We are not even sure what you are referring to when you say "Cricket Manager-style games."

Educational

I just thought you might be interested in my top ten computer educational soundtracks.

Jason Newstead
Cardiff

No, we aren't



Somewhat anti-Soviet — and no sign of a tree.

ST Whinge

Once again I feel I have to voice my opinions. This moan is not directed at you, but at the softare houses. Dear software houses, please stop doing ST games on the Amiga. If you don't I'll have to stop buying your games, so it will be your loss.

Simon Alexander
Swansea.

Take it out on ST Bash.

Get ahead

I can't help but notice that you review some games long before they appear in shops. Does this mean that you get copies of the games early, and if so, would I be able to buy them from you when you've finished with them? A friend said you'd be happy to, as he used to do the same thing with another magazine.

C. De Garmo
Septon-upon-Hoe.

Early finished copies of games are loaned to us in good faith and under the agreement that they will go no further. So in answer to your question, no.

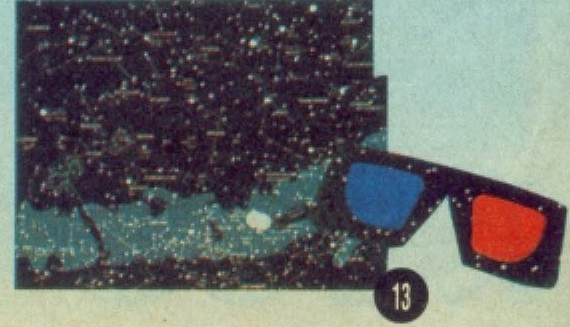
Congratski

To start with I would like to say hello and well done on Commodore User. Here in the Soviet Union, we have no computer magazines and it is very difficult to keep up with what is happening and by the time I obtain a Commodore User magazine, it is late for any competitions. Could you answer my questions?
(1) What is this game *Red Storm Rising* and where can I find a copy?
(2) Why are all wargames anti-Soviet? We have a lovely country with lots of trees and you are welcome to come to my house and see.
(3) Would any of your readers be able to give games to Soviet Union?
I hope you can answer my questions as I cannot find the answers here.

Vladmir Karamatsov
Minsk.

Any takers? We don't think games will be anti-Soviet for too much longer, you're welcome to your trees, and by the way why's the postmark on your letter from Solihull?

● SOFTWARE PRIZES. Win £50 of software and a gimmick if you write the best letter of the month. This month's plaything is ninety-six pages of Stereo Star Maps from Collins publishers. It happens, you know. Take out your frustration on ST Bash.




KICK OFF 2
AVR
KICKOFF II
ANCO
MAY RELEASE
AMIGA - ATARI ST - IBM PC
CBM64 - SPECTRUM - AMSTRAD
ANCO SOFTWARE LTD., UNIT 10, BURNHAM TRADING ESTATE ROAD,
DARTFORD, KENT. Telephone No.: 0322 92513/92518. FAX No.: 0322 93422.



Send in your demos/routines and get YOUR chance to WIN a video recorder and camera PLUS the dizzy heights of TV stardom. Enter one of two classes — "amateur" if you are a total beginner or "professional" if you are already established and have had work published in magazines and/or PD companies, plus either the junior category (up to and including sixteen years of age) or the senior (seventeen and above). You don't have to be a brilliant artist to enter — we'll be taking hard work and originality of thought into account — but if your demos stand out they could well be given airtime on the forthcoming Channel Four programme BUZZ. And the top entries will all be displayed at this year's ECES Show (formerly the PC Show).

CHANNEL FOUR TELEVISION

So using any number of packages put together a short for the Amiga. How you prepare it is up to you, and you can submit your work on disk or videotape. Whatever format you choose we'd like a brief explanation on how you did it.

The CU Demos Competition is run in conjunction with Electronic Arts and the runners-up will each receive a copy of Deluxe Video or DPaint III. The competition runs from now until 3 September and we'll keep you posted on its progress.

THE RULES

1) All work is yours or that of your group.
2) All submissions must include an entry form.
3) All submissions must include a pause mode.
4) The judges' decision is final.
5) Entries should be produced using a megabyte or less (A500 plus ½ meg expansion).

Please enclose a brief explanation of how you put it together.

Send your entries to CU, Demo Competition, Priory Court, 30-32 Farringdon Lane, London EC12 3AU.

ENTRY FORM: CU DEMOS COMPO

Name: ....

Address: ....

Telephone: ....

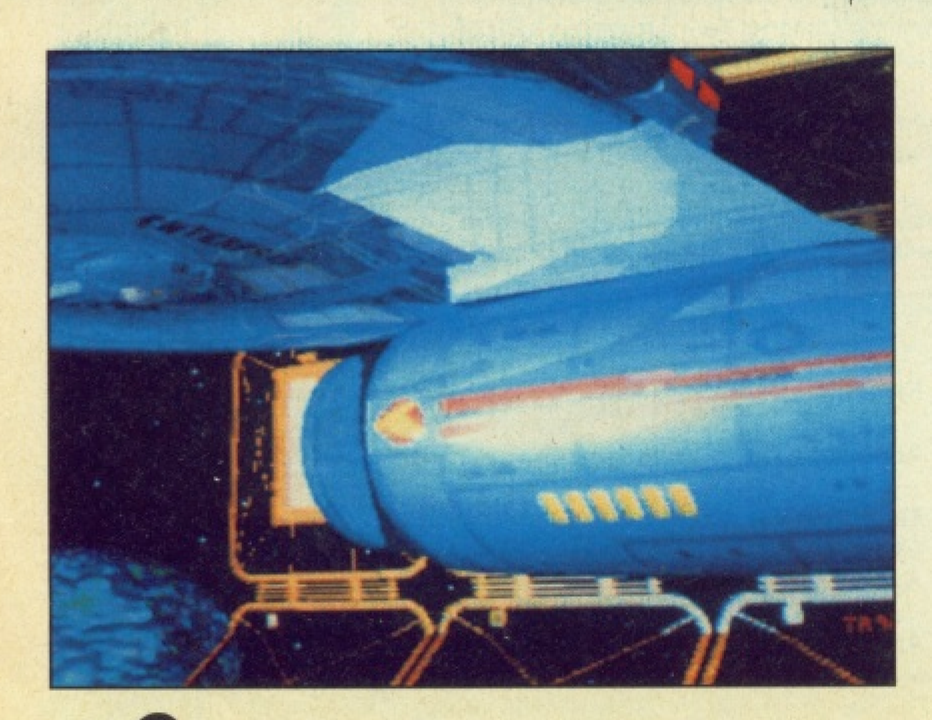
Age: ....

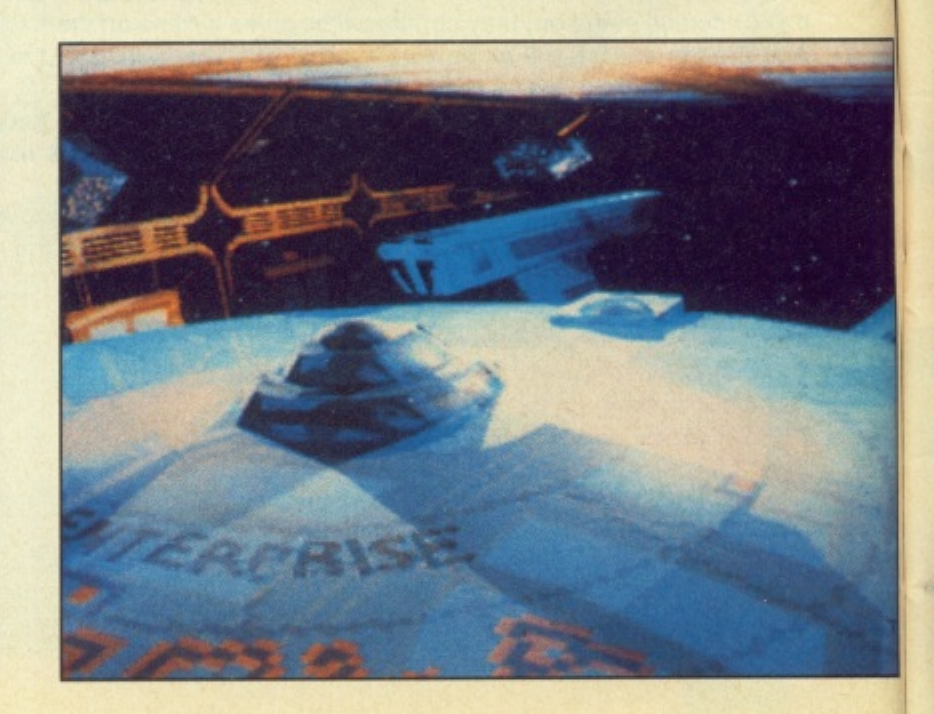
Amateur/Professional (please delete one)

DEMOS

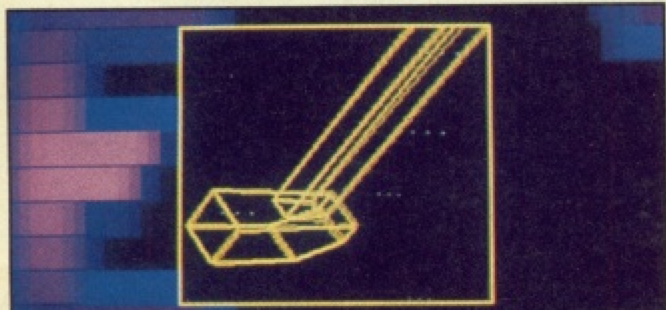
A leaner month after last issue's influx. Credits go to Metallion for Transformers and the anonymous crew who supplied the vectors. Keep 'em coming in and don't forget the demo compo on page 15.

STAR TREK: Three views of the USS Enterprise. Drawn by Tobius Richter and distributed by Seventeen Bit, PO Box 97, Wakefield, WF1 1XX.





TRANSFORMER: See it to appreciate it. It covers every possible shape from a standing start, and you control it — from Seventeen Bit.



LINE FEED: In a similar vein, this one features a variety of vectored twirls and objects. Again from Seventeen Bit.



DEMOS

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- New Zealand Story
- F18 Interceptor

GROUP B
- Escape from the Planet of the Robot Monster
- Rainbow Island
- F29 Retaliator

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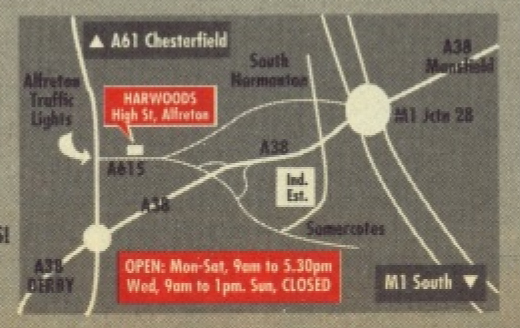


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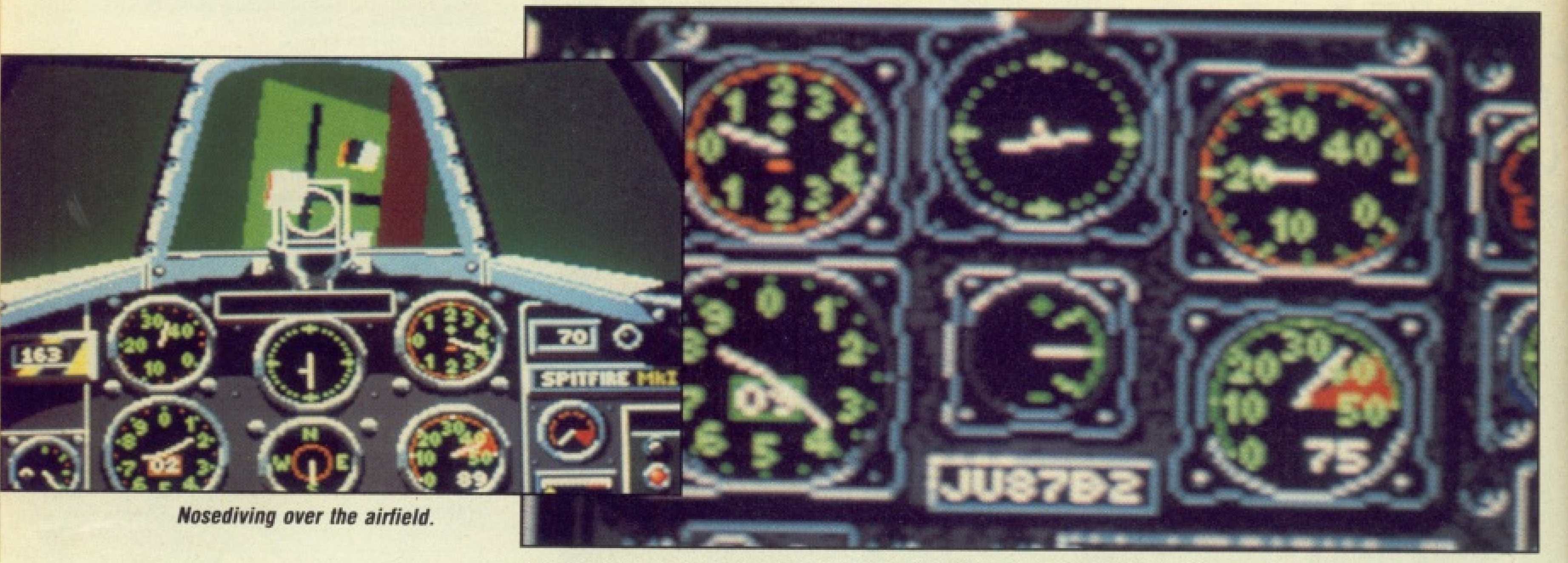
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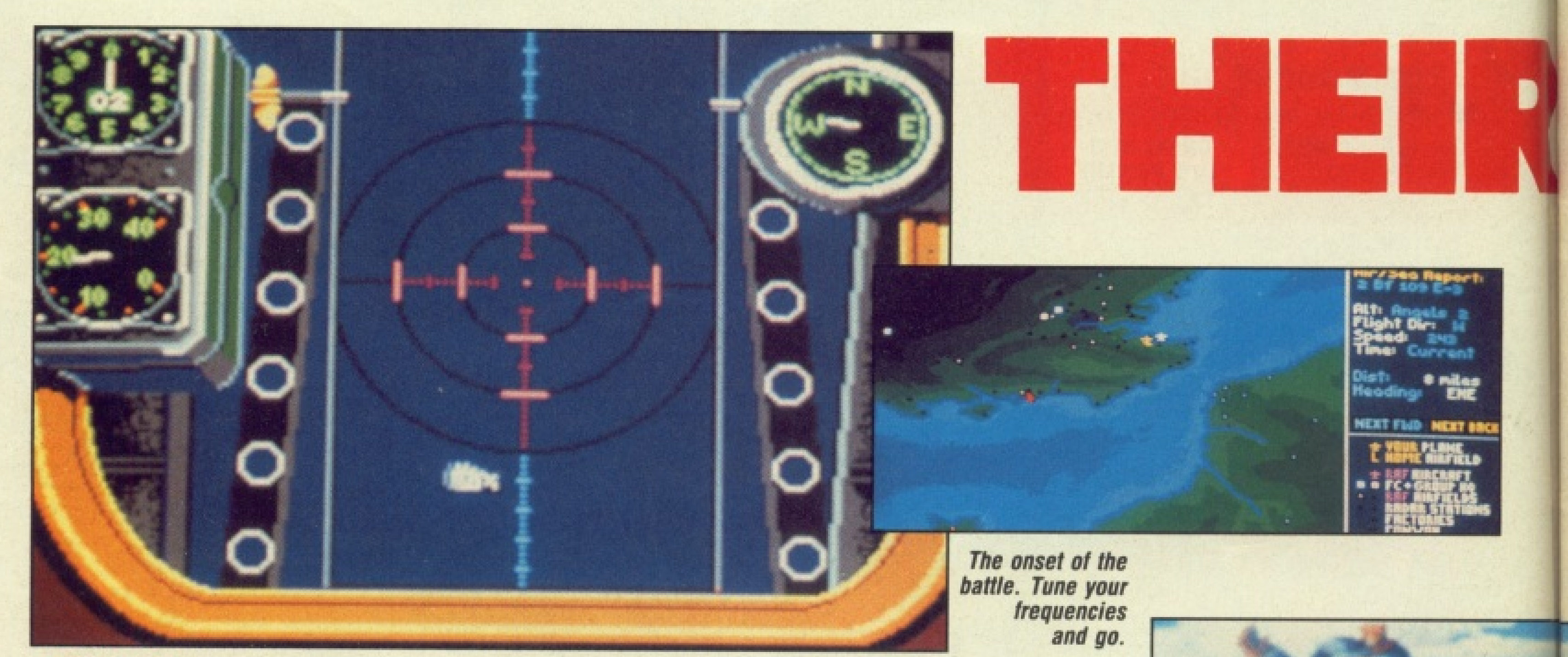
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Nosediving over the airfield.

The plane is in your sights. With the camera switched on you can replay the ensuing battle.

THEIR



The onset of the battle. Tune your frequencies and go.

You don't just pilot fighter craft. You can bomb ships on the Thames Estuary, too.

When the Battle of Britain was finally over the RAF had suffered losses totalling over three hundred, nothing compared with the twelve hundred plus German fighters and bombers which fell prey to Britain's Hurricanes and Spitfires.

Though it looks slightly similar to Lucasfilms' other flight sim *Battle Hawks, Their Finest Hour* possess a far superior depth in both gameplay and design.

The first thing you'll want to check out are the planes. These range from single seat fighters such as the Spitfire through to medium bombers such as- the German HE 111 and the JU 88. Each handles differently, with some of the larger planes coming equipped with tail guns, 20mm cannons and bombs.

After browsing through the



US GOLD
PRICE: £24.99

Displaying the insignia.





And here's one we shot down earlier.

R FINEST HOUR

A pitchfork reception should you bail out.

Spitfires in action, their role to provide cover for Hurricanes attacking German bombers. Powered by a Rolls-Royce Merlin II engine and designed by R. J. Mitchell, its maiden flight was in 1936. 24,000 were built and around 40 still fly today.

manual, you choose your mission. Fly a simple training combat mission against dummy fighters, or re-enact an actual battle. The nice thing here is the total versatility. All the way through the game you can set different game options, making things as easy or as hard as you want. It's great being able to go on a bombing run with an infinite payload.

As for the flight simulation itself, SubLogic fans, stay away. This isn't intended to be a simulator, the onus is on arcade action. As far as sim fanatics go, this isn't such a bad thing. *Their Finest Hour* is a hell of a lot of fun to play.

On board your plane you have all the basic instruments, plus a

WE'RE FIT, WE'RE ALIVE, BUT WE'RE NOT BACK HOME



ornier Do 24 flying boat on reconnaissance spotted your plane
ng down in the Channel. It landed and rescued you.
Your Mission Score: 0
ir Victories Dest Dam Air Losses Dest Dam
our Direct Hits: 0 Your Near Misses: 0
argets Hit Hits Cond

Reserved by a flying boat.

map with regular radio reports of enemy positions. *TFH* is pre-radar so you need to rely on visual identification. The cockpits are nicely drawn, but it's the exterior views which are outstanding.

All the planes are sprite based, so they're more detailed than the now — popular vector animations. When there are a lot of bogies around the screen update does slow and that detracts slightly from the action — but only slightly.

The dogfighting in this game has got to be the most exciting I've seen. And then there are the explosions. The planes break up realistically, which is probably the best thing about the game. Clip the tail, and bits will start flying off. Get a good shot in, and the engine and fuel tank will explode, causing a glorious smoke-filled mess in the sky, before the wreckage plummets to the ground below. If you're lucky, you might even see the pilot bail out and drift earthward.

What more can I say, apart from it's amazing. The style of the game means instant appeal, and the sheer adaptability means you'll be playing for weeks. I wouldn't miss out on this even if you paid me.

Tony Dillon



A still of a bomber from the opening sequence.

The rear gunner's view.



Weather calm, you're flying low over the briney.



SOUND:	81%
GRAPHICS:	90%
PLAYABILITY:	91%
LASTABILITY:	94%
OVERALL:	91%

THEIR FINEST COMPETITION

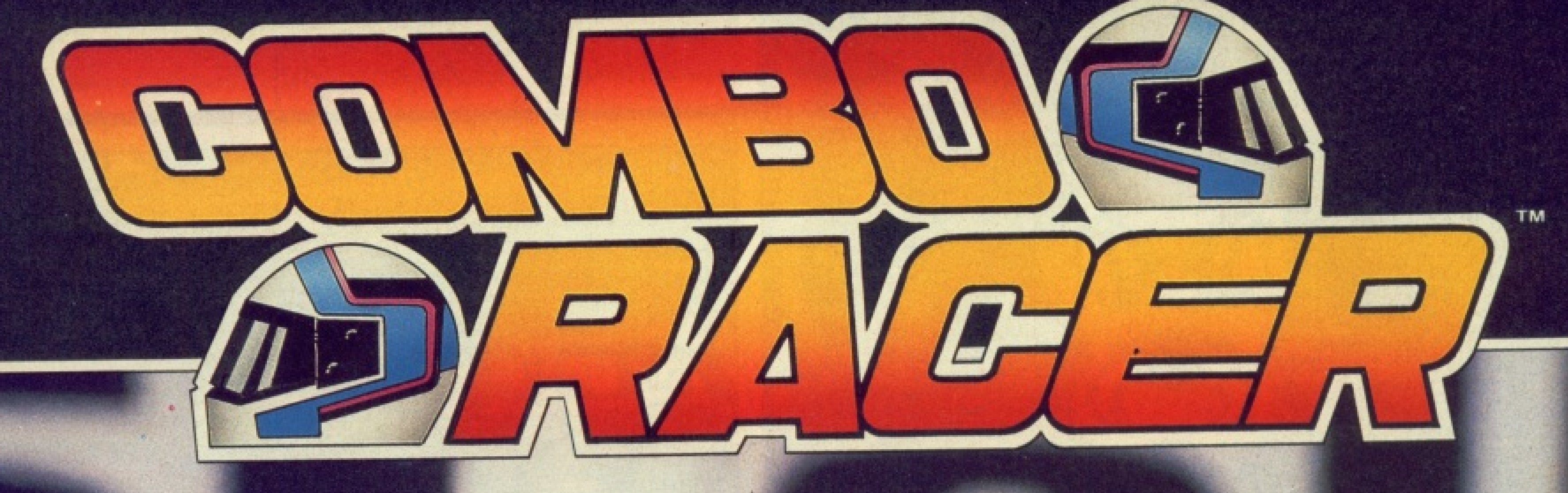


LOOK to the skies — and then to an incredible amount of admiring glances — as you slip a Sony CD Discman into your pocket. It comes complete with matt, silver finish and crisp sound reproduction.

Thanks to US Gold, there's one to be won, plus ten runners-up copies of Their Finest Hour, Amiga. And all you have to do is to tell us the name of the head of the Luftwaffe at the time of the Battle of Britain. Was it: 1) Reischmarschall Heinrich Himmler 2) Reischmarschall Hermann Goering or 3) Reischmarschall Hardy Kruger?

Answers on a postcard to CU's Finest Hour, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, to arrive no later than 5th June 1990.













Combo Racer brings the reality of this amazing sport to your home computer for the first time. Experience the sensation of this one or two player game. Rely on the co-operation of the second player if you dare.

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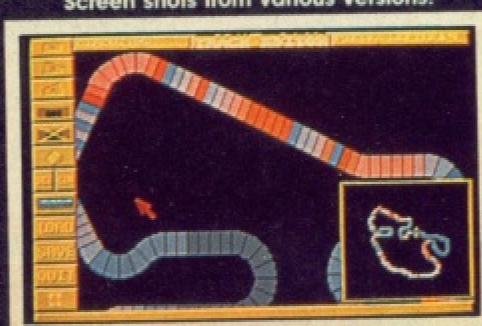


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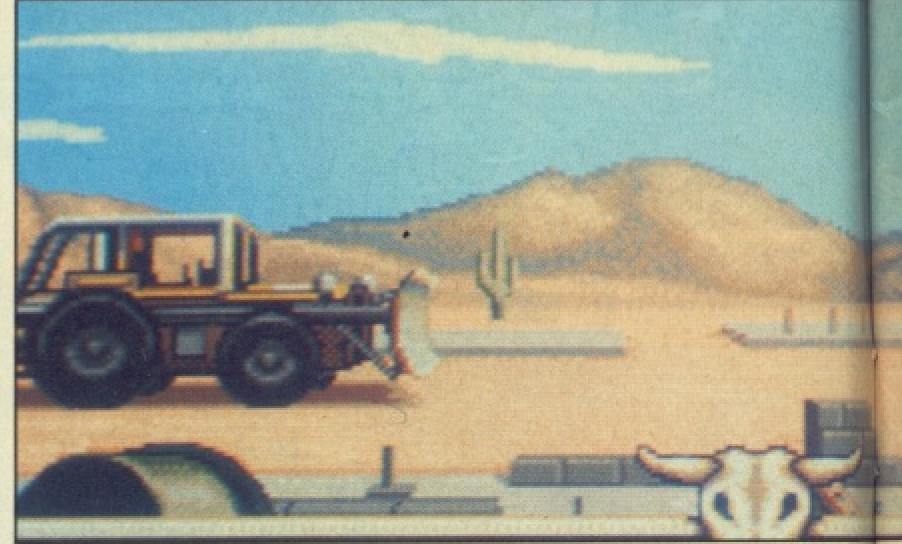




Screen shots from various versions.







Man, he ain't heavy, he's a mutant.

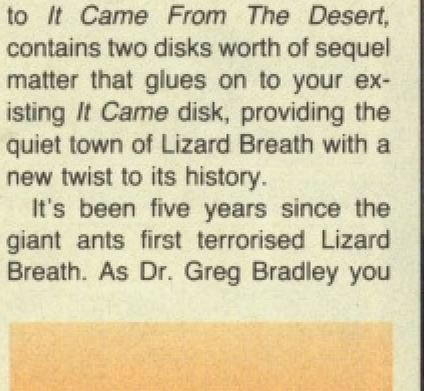
This helpful codger anticipates.

ANT HEADS



They came in search of clues.

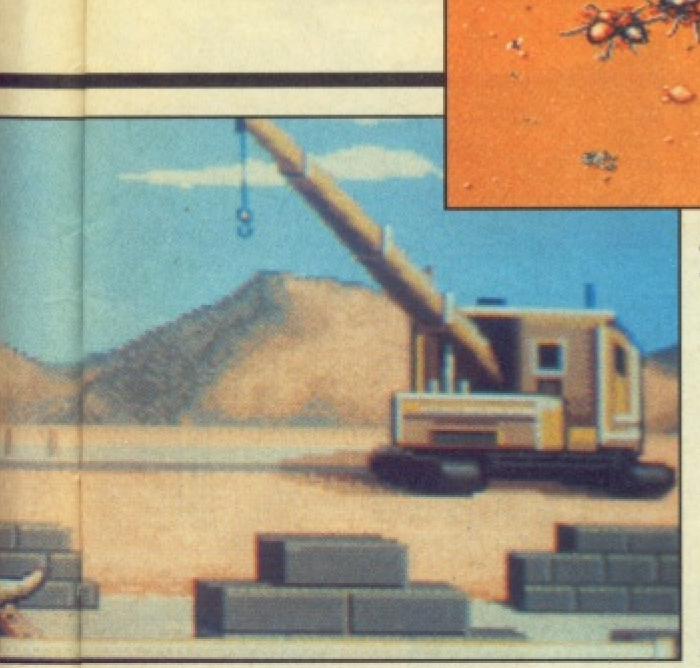
What with Friday the Thirteenth part 9 and Halloween 4 B, sequels still seem to be quite popular — and lucrative. *Ant Heads,* Cinemaware's follow-up to *It Came From The Desert,* contains two disks worth of sequel matter that glues on to your existing *It Came* disk, providing the quiet town of Lizard Breath with a new twist to its history.



It's been five years since the giant ants first terrorised Lizard Breath. As Dr. Greg Bradley you

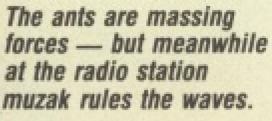


CINEMAWARE
PRICE: £14.95





Aaargh, they're back in action.



The ants are massing forces — but meanwhile at the radio station muzak rules the waves.





Dear, sweet Jackie is feeling unwell. . ..



Perhaps, it's just she has ants in her pants. . . .



Or perhaps you need a Colt 45.

had to prove the existence of the ants and then wipe them out once and for all, a move that was successful. But five years is a long time in B-movie land . . .

In a suspension of disbelief reminiscent of something from the BBC2 series Quantum Leap, you find yourself playing the battle toughened Brick Nash, a Korean vet, who hijacks a truck load of plutonium from a local atomic test site — a seemingly irrational act, unless you're one of the few people who know the after effects of a nuclear test (Brick's brother, for one, will be glowing green until well into the twenty-fifth century). Unfortunately, a wandering group of giant ants have found the plutonium supply and have ripped the truck apart for some heavy metal meals on wheels for the Queen Ant.

Lizard Breath is pretty much unchanged from the first game. There's familiar faces — Ice, Biff and Dusty, although Dr Wells has been dead for five years and, unfortunately, it looked like he was the only one who could help Brick prove that atomic testing is bad news for Lizard Breath.

Meanwhile, the ants have been busy. A new nest, a new queen and a secret egg store. Worst of all they've learnt a new trick and are getting some of Lizard Breath's seedier characters to do their dirty work for them and to make sure nobody enters the pest control business.

I found *Ant Heads* rather weird at first. In *It Came From The Desert* everybody knew you and was willing to help, but now you play a complete stranger whose only real interest is himself. The new plot leaves you almost completely without a clue as what to do next and is far more complex than its predecessor.

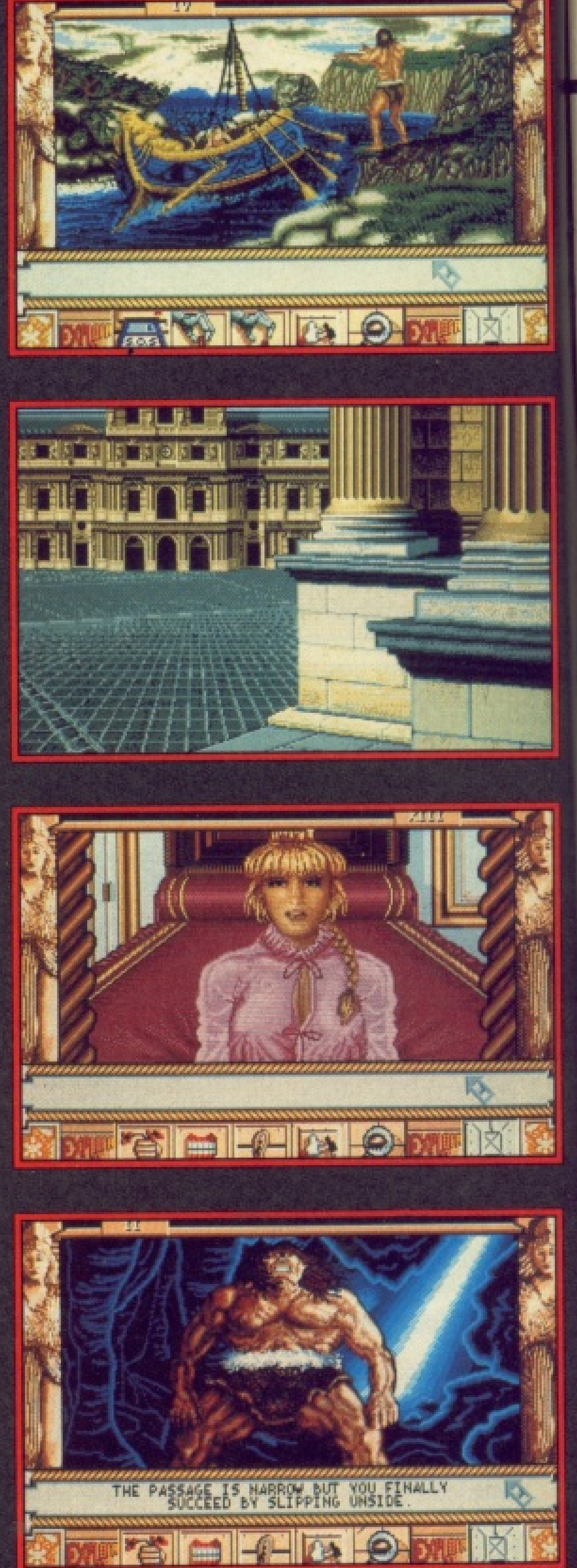
Most of the sound effects and graphics are the same as those in *It Came.* A few game play options and a greater depth to the conversations make a welcome improvement, as does the seedier, sleazy nature of Brick Nash.

A brilliant follow-up which excels in graphics, sound, and in its intricate plotting. If you own a copy of *It Came From the Desert* I heartily recommend purchasing this follow-up. One of the best sequels to date.

Mark Patterson

GRAPHICS:	**94%**
SOUND:	**92%**
PLAYABILITY:	**95%**
LASTABILITY:	**96%**
OVERALL:	**95%**

CHRONO QUEST II



CHRONOQUEST II

The adventure continues

★ 13 different stages - ensuring maximum gameplay and varying levels of difficulty.
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★ Superb plots and strategy make it a totally absorbing game.
★ 3/6 Disks Atari ST, 3 Disks Amiga, 7 Disks PC - with save game facility.
★ Massive graphical gameworld to explore in your time machine - 13 levels over multiple epochs.

A frantic race through time and the ages in the fantastic Time Machine Explora.

Yet again, catapulted into the world of the unknown, you are going to have to use every last bit of intelligence to survive the trials that await you.

Confront characters and situations from both History and Myth. From the Ancient Greece of Legend, through time, to the France of swashbuckling Musketeers. Can you live up to the cunning and strength of Ulysses, or the daring do and charm of D'Artagnan?

There's more than your life at stake as you cross the paths of some of History's most seductive (and deadly) damsels, fearsome beasts, temperamental Gods and haughty heroes.

It will probably keep you pulling your hair out for months until you put the enormous temporal puzzle together.

Screen Shots from the Amiga version AMIGA/ATARI ST £29.99 PC £39.99

PSYGNOSIS - GAMES PEOPLE PLAY

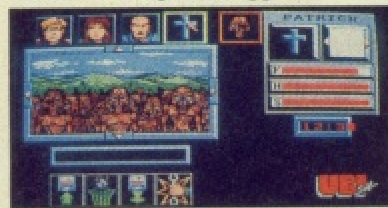
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The menace grows bigger





ZOMBI

Based on the infamous supermarket scene in cult movie "Day of the Dead" *Zombi* puts you in the unfortunate position of an ordinary person who runs out of fuel while flying their helicopter then lands on top of a zombie-infested shopping arcade. Whether you like it or not, you have to hunt through the shopping mall, searching for objects to help you siphon petrol from a conveniently parked petrol truck.



If you don't freeze the victims, they'll end up as undead.

The zombies are out to get you. There are weapons hidden in the various shops, but just shooting or bludgeoning things isn't enough. You cannot kill what does not live. After knocking down a zombie, you have to carry it down to the basement and put it in a freezer, otherwise you might find it getting up and wandering about again.

An icon-controlled graphic adventure, *Zombi* is a very easy game to get into. Controls are simple to understand, and as the range is quite basic, there isn't much fiddling around trying to find out how to use a certain object. The locations are varied and logically worked out. If you have a pretty good idea of the item you need, you automatically have an idea of the shop to find it.

There are a lot of things you can't do. For example, just because you've found a window that opens, doesn't automatically mean that it's a good idea to step out of it, especially if it's on the third floor.

The graphics are great, but I couldn't help feeling that perhaps they have been ported from a less capable machine. The use of colour is a little basic, especially where detail is required. That said, the game does have a lot of character, particularly when the zombies lurch forward and backward across the screen, before leaping toward you to take over your body.

Sound, on the other hand, is very basic indeed. A few, and I do mean few, spot effects and a tune isn't really using the Amiga four-channel stereo sound capabilities to its fullest.

Zombi is not the most involving product I've ever played, but it is very enjoyable. Quite taxing, but not brain busting, it's definitely worth an evening or two of anybody's time.

Tony Dillon

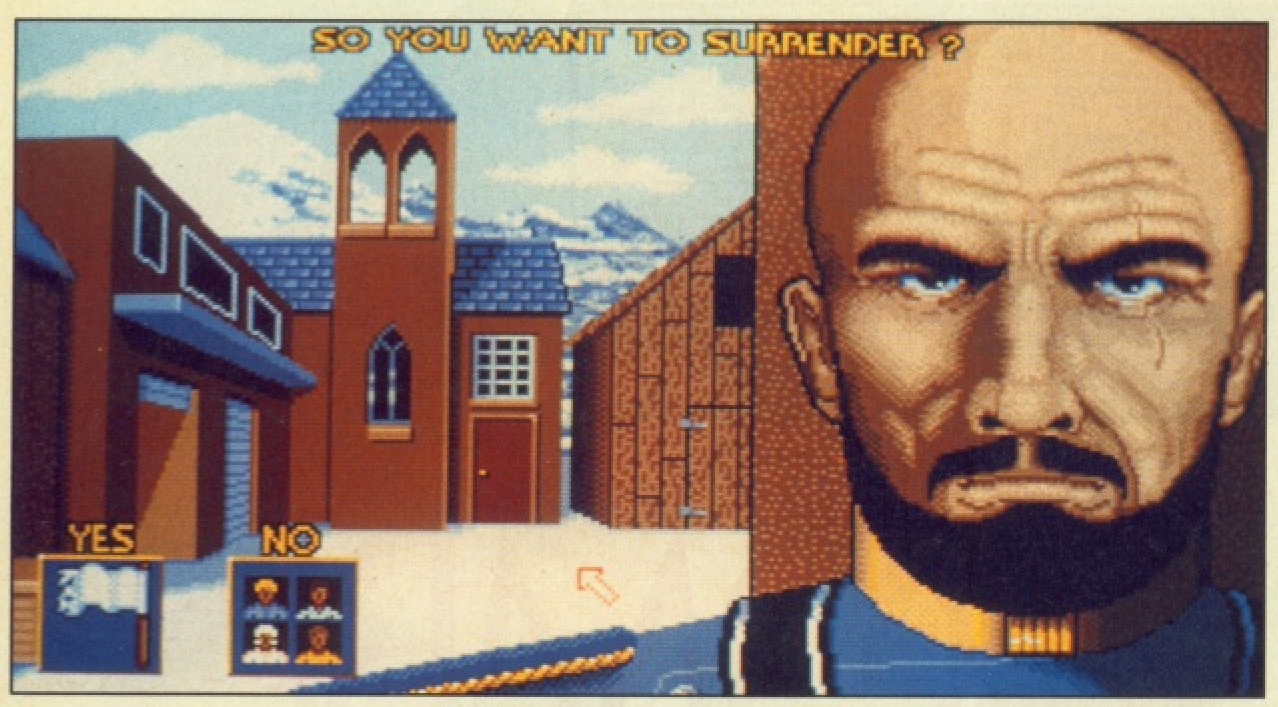
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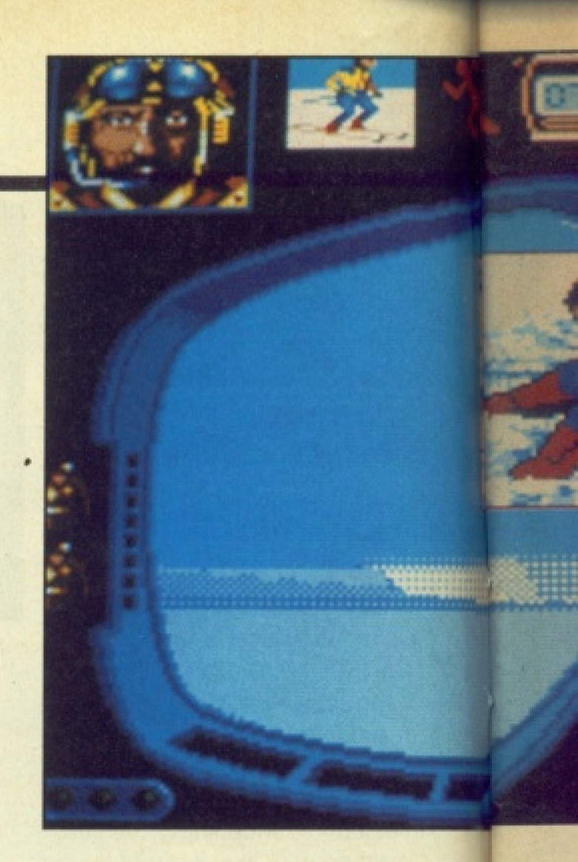


Your gettaway 'copter

UBISOFT
PRICE: £19.99

SOUND:	**69%**
GRAPHICS:	**84%**
PLAYABILITY:	**88%**
LASTABILITY:	**89%**
OVERALL:	**85%**





MIDWINTER



A cable car ride through the mountains.

Your well armoured snow cat.



The threat of global warming has been much publicised in the news, even if at times it seems that it hasn't been much in the minds of the politicians. But Microprose have been doing their own bit of ecological prediction and have used that as the basis for *Midwinter*.

2015 is the year of the Global Green Terrorists, who put pressure on governments to save the world before it's too late. Two years later a classified document is leaked to an American newspaper. It outlines a joint Russian, American and European venture to combat global warming with global cooling.

The process is simple, if hardly sensitive: throw enough dust into the atmosphere by setting off a nuke, and sunlight will be reflected long enough to cause ice crystals to form in the upper atmosphere. Just 0.1% of the water in the atmosphere needs to crystallise, and most of the sun's energy will be reflected away from the planet. The end result — an ice age.

Twenty two years later, and the plan lies gathering dust, when the Earth is struck by a giant meteorite, which spews tens of thousands of tons of debris into the atmosphere, triggering unprecedented cooling.

Midwinter centres on recently formed Atlantic island on which war now rages between the aggressive north and the basically peace loving southern community.

As Captain John Stark, it's down to you to make a stand against the invaders. The radio networks are jammed so you have to rally forces by word of mouth. Once a character has been recruited he or she is placed under your direct control, and from there

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Crash course on skiing.



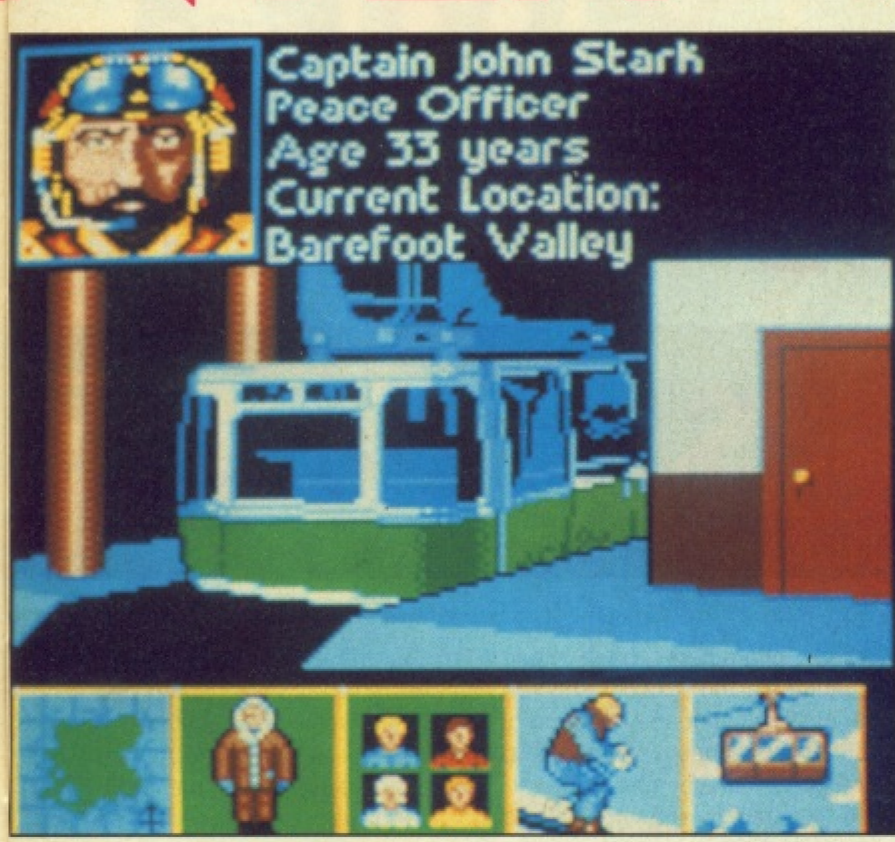
Midwinter's only form of air transport.

HINTS

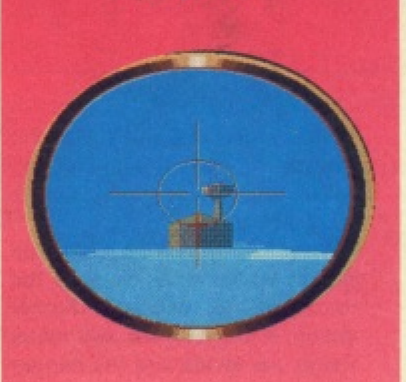
...NTER



Churches offer protection from the elements as well as a good position to snipe from.

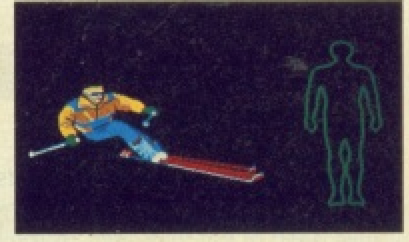


Inside a calbe car station.



When sniping it's best to pick your target at maximum range before zooming in for the kill.

Setting out.

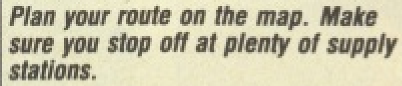


On ski's you are very vulnerable. Use your grenades to knock out enemy vehicles as soon as you spot them.

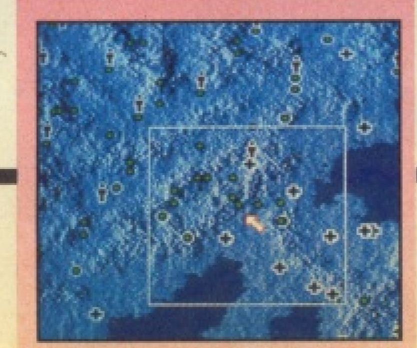


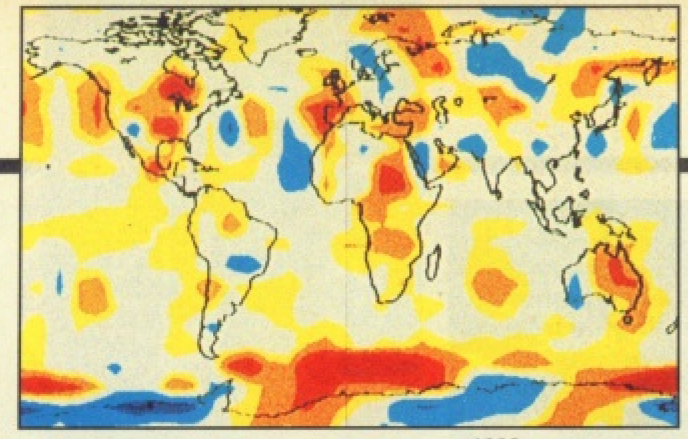


Grenade that snow cat.



Plan your route on the map. Make sure you stop off at plenty of supply stations.





1990.

Trouble is brewing high above our heads in the atmosphere. Carbon dioxide and man-made chlorofluorocarbons (CFCs) pumped out by the world's industrial nations — primarily the United States and Western Europe — are causing the world to get hotter.

There can't be many people in this country who haven't heard of the greenhouse effect and global warming. A layer of gases naturally surrounds the earth which trap the reflected energy of the sun and prevent it from escaping. Human activity has boosted the concentration of these gases through the burning of fossil fuels and CFCs. It's a bit like having extra loft insulation.

But Britain faces more than a tropical climate.

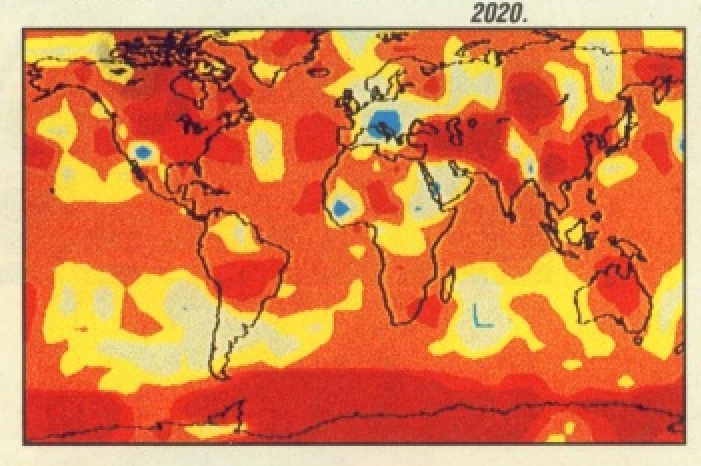
Most scientists agree that global warming is causing the ice caps to become thinner which, if it continues, will mean rising sea levels and the danger of serious flooding. By the year 2100 substantial areas of the country could be under water. Blackpool would become an island and Hull and Grimsby disappear altogether.

Again, many scientists agree that action now can lessen the problems — starting by cutting the pollution of the atmosphere.

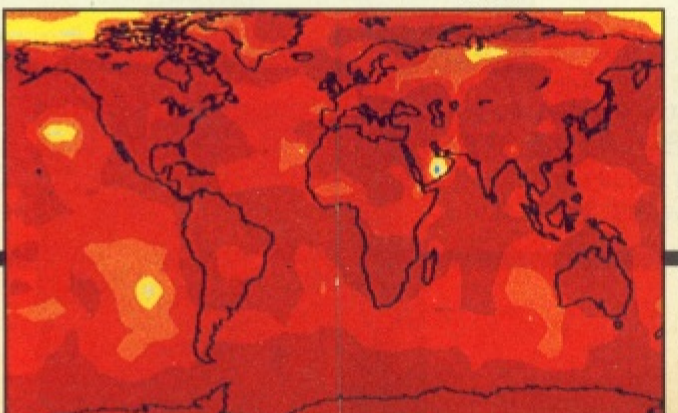
Everybody has a part to play. Make sure the people in power — Members of Parliament, councillors — know you are concerned. Protest and survive.

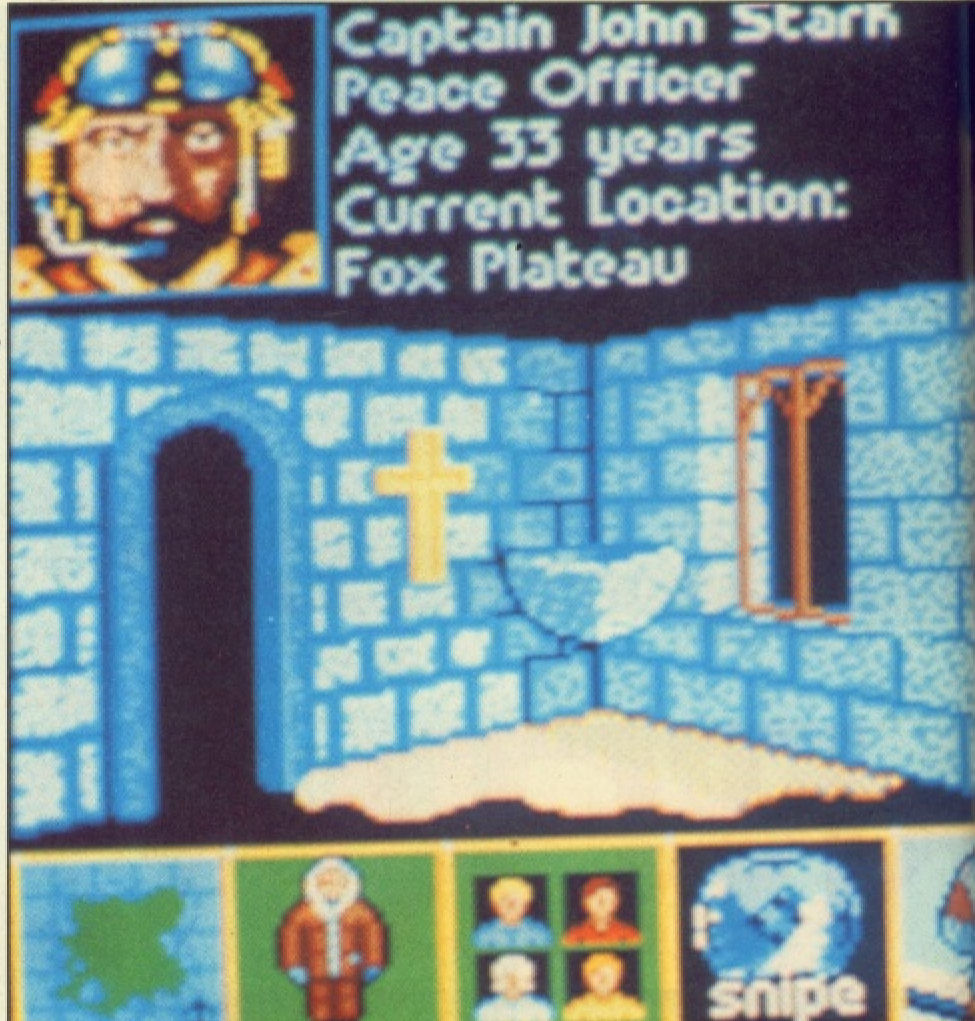
Remember, the heat is on.

2020.



2050.





It's a church, but the vicar's not home.

MIDWINTER



The various options open to you.

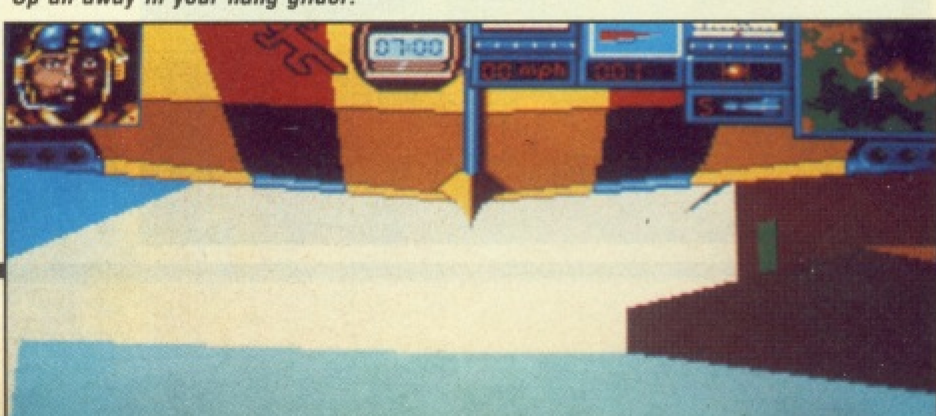
it works like a chain, with friends recruiting friends. The manual details each of the thirty-two characters in the game, and it makes sense to work out who gets on well with who.

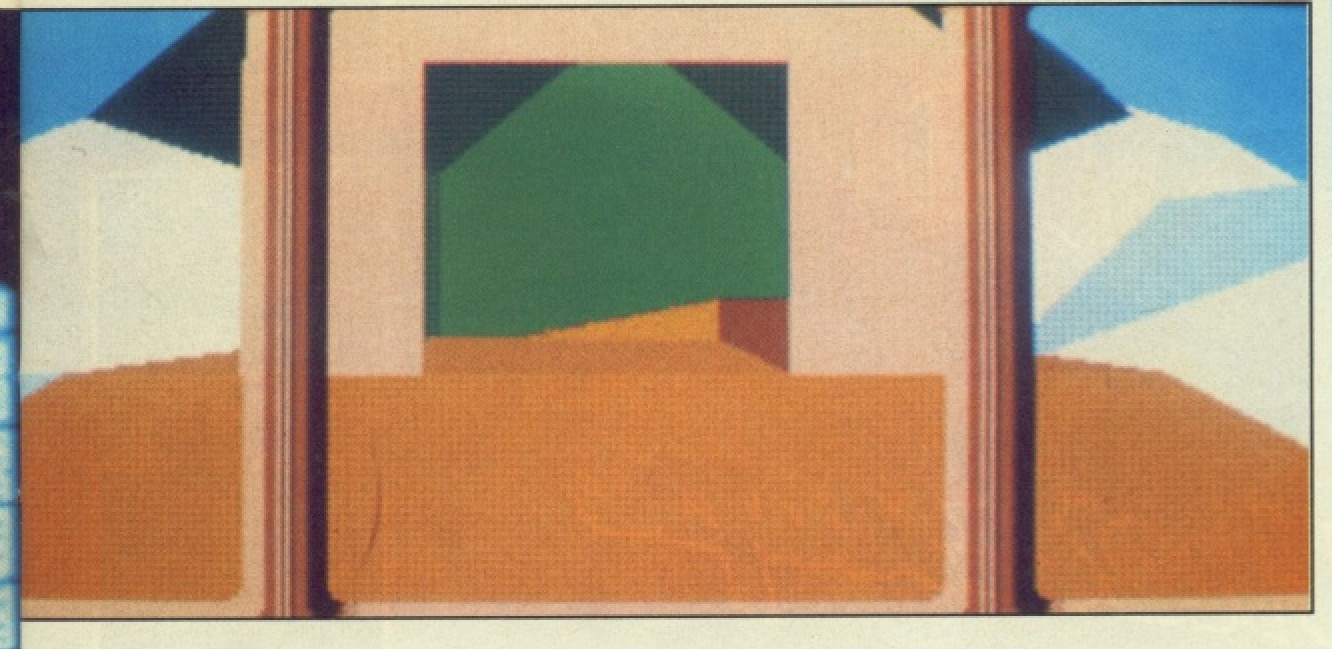
Each character has his own strengths and weaknesses. For instance, befriending a good sniper means you've a good chance of writing a squadron out of the game. But some of the lesser skilled characters have their advantages, too. School children can easily slip into enemy territory without fear of being stopped, and there's a professor who can override the radio jamming, and a doctor and nurse who also come in handy.

Skiing is the main form of transport in *Midwinter*, while your weapon is a supply of grenades launched by tapping the space bar. In the event of an air attack, you can dive onto the ground and break out your rifle. This is far more effective. One shot from your high powered gun is enough to destroy the remote controlled enemy bombers, or a Snow Cat.

The enemy's ultimate objective is to gain control of all the Heat Mines which supply the island with its power. Their progress can be slowed by destroying their stores

Up an away in your hang glider.





The end of the ride.

or interrupting their supply lines. Sabotaging your own warehouses deprives them of storage for fuel and ammunition.

On the other hand you have a few options left. If you and your people can hold out for forty days the opposition runs out of supplies and gives up. Easier than wiping out all the enemy forces, who number four and a half thousand to your thirty-two.

Midwinter is in a class of its own when it comes to plotting. The two-hundred page manual features fascinating insight into the world in which we live, and it has a fantastic background story which sets the scene for the host of believable characters who make up the Midwinter peace force.

The *Midwinter* graphics work a treat, using vectors for the travel sequences and some nice, economic drawings for the interiors of buildings. The soundtrack is a constant combination of buzzes and rumbles which may not sound too hot, but fit in perfectly with the rest of the game.

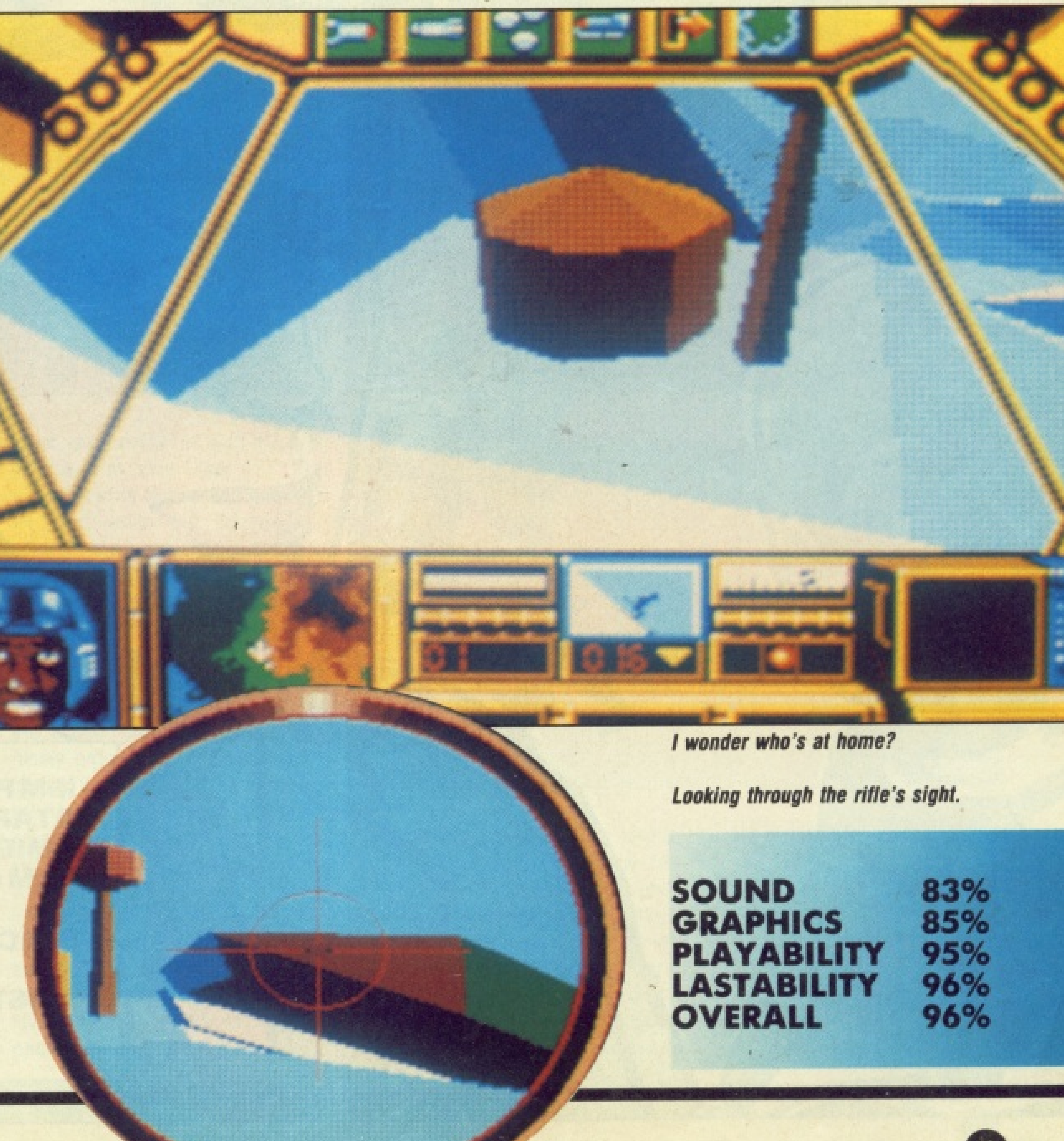
Although we're only a third of the way into it, *Midwinter* on the Amiga has got to be a contender for game of the year. It has everything you want. So much effort and research has gone into making Midwinter sparkle. You'd be mad to miss it.

Mark Patterson

CU SUPERSTAR



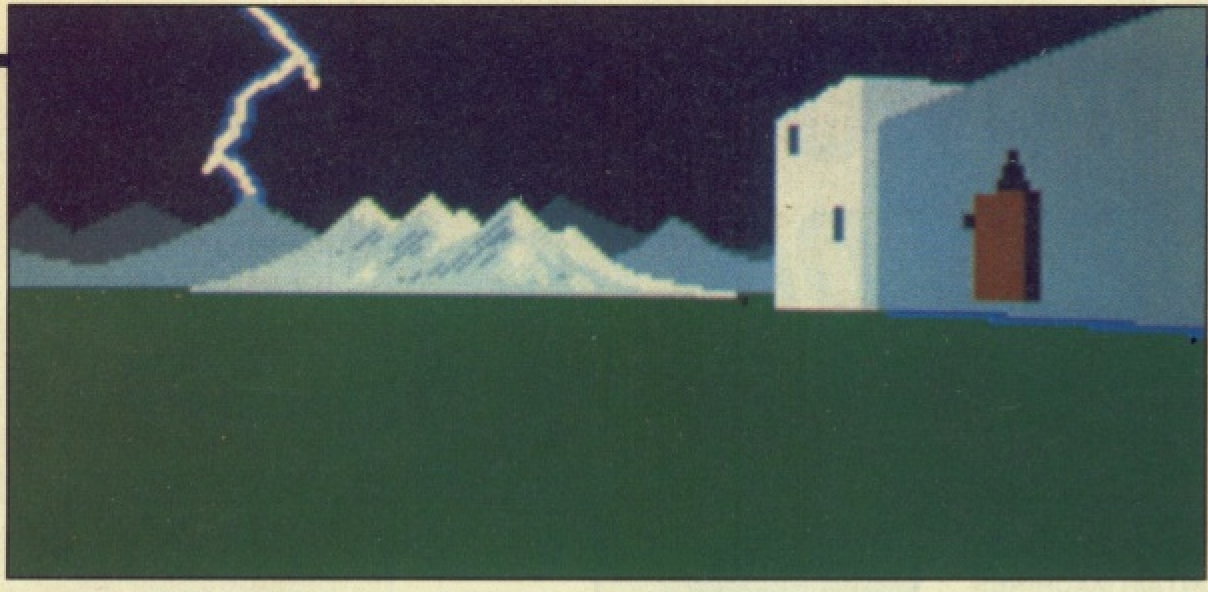
A blow for freedom.



I wonder who's at home?

Looking through the rifle's sight.

SOUND	83%
GRAPHICS	85%
PLAYABILITY	95%
LASTABILITY	96%
OVERALL	96%

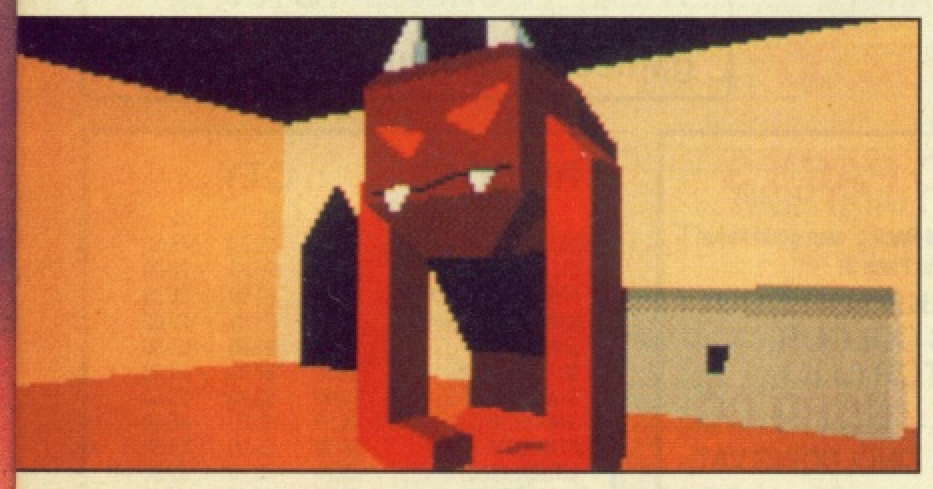


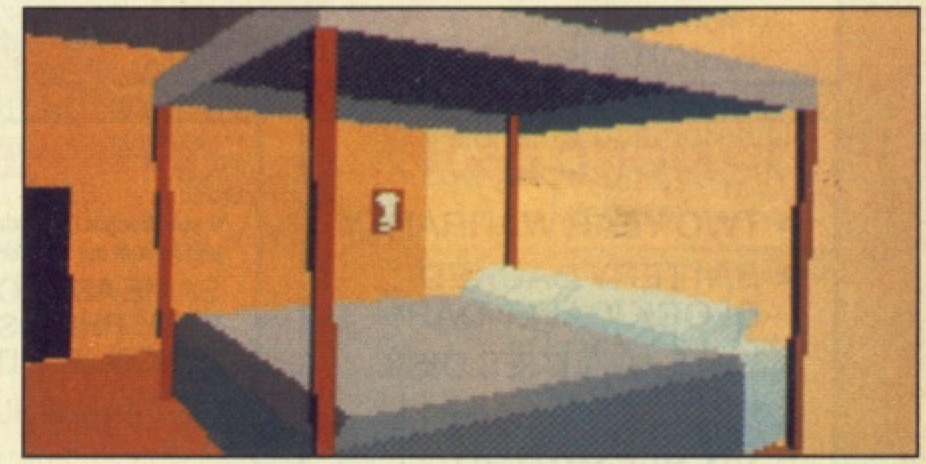
CU SCREEN STAR

CASTLE MASTER

Saying that there's a lot of exploring to do in *Castle Master* is a bit like claiming that Vindaloo is a hot dish full of tasty, tangy spices.

The plot can be written on a postage stamp. There's a kidnapped prince or princess to rescue and numerous towers to rummage through. But when you mooch around Castle Eternity the game system comes into its own, as you

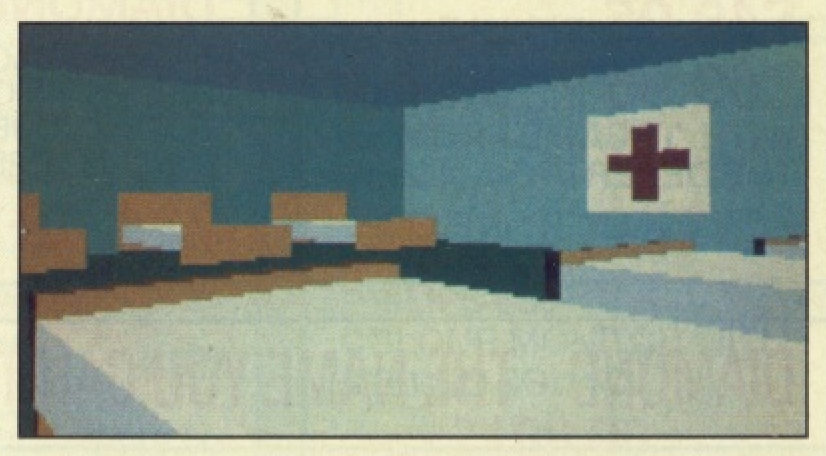




crawl under tables, run and see in first person perspective.

This is the first Freescape game to be developed specially for 16-bit, and it's the first with a medieval-style theme. Freescape games have always had a mixed press. Criticisms range from the trite – "Why can't there be a few more rounded edges?" – to the more reasonable – "well it's a bit on the slow side, isn't it?". The speed seems to have picked up a bit, and while the squares on screen won't make you stop and think "there's a crumbly old turret, if ever I saw one", you're drawn – quite literally – into every nook and cranny of this game.

The puzzles become harder as you progress into the game, unlike the menu commands which are nicely ergonomic. A simple point/click of the mouse on the appropriate icon will allow you to take a whole range of actions from eating, reading, collecting, throwing, to moving the whole or just part of your body slightly or completely. En route there'll be a number of spectres to slingshot, some of which are disappointingly easy to kill, and others which will try your patience.



Castle Master is just too short on either combat or strategy to appeal to either the regular adventurer or arcadester. On the other hand, if your taste is for a hybrid with a soundtrack so bolshy it can raise demons, then it's well worth a try. A success.

Steve James

DOMARK
PRICE: £24.99

SOUND:	**82%**
GRAPHICS:	**84%**
PLAYABILITY:	**81%**
LASTABILITY:	**88%**
OVERALL:	**85%**

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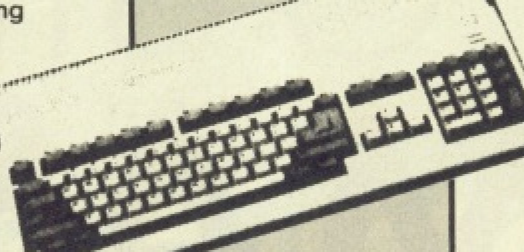
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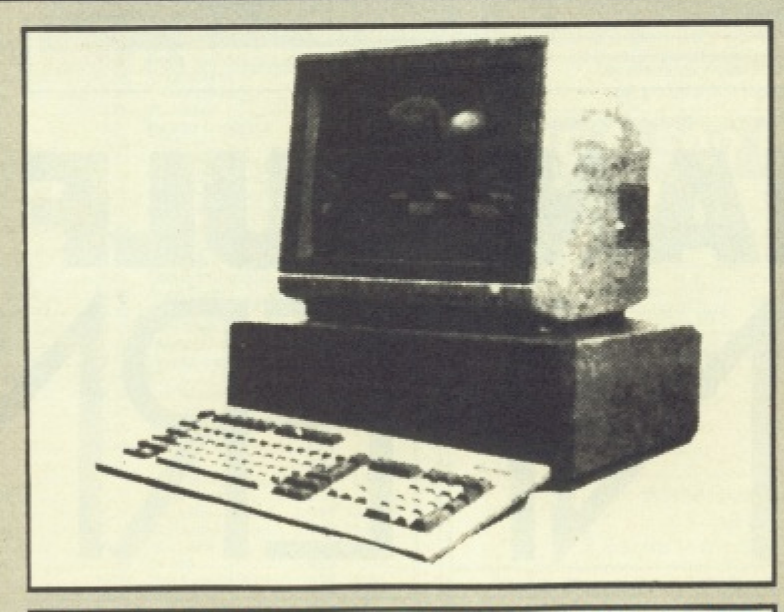
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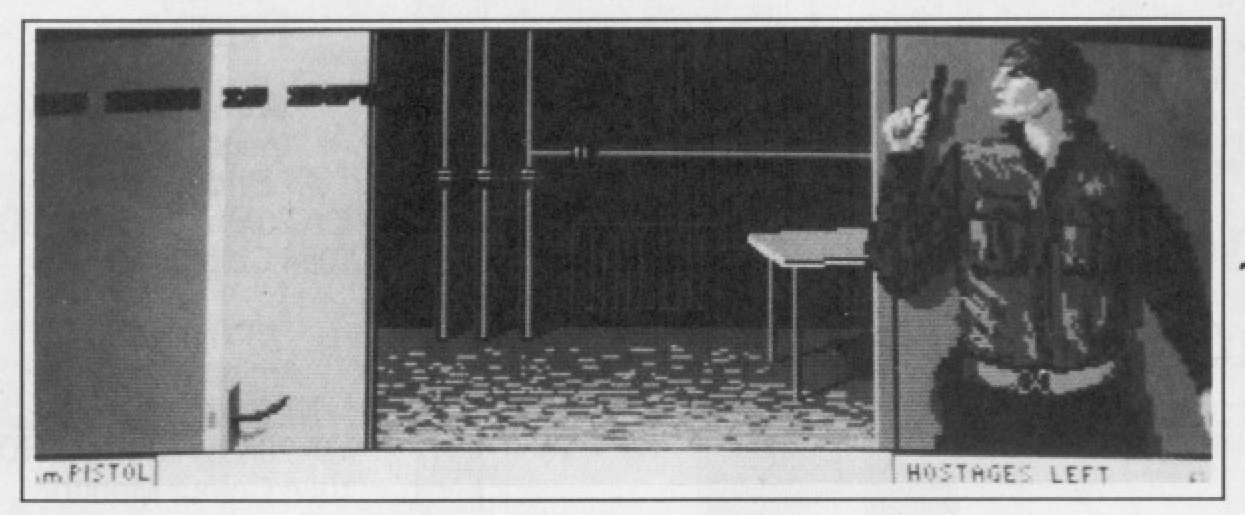
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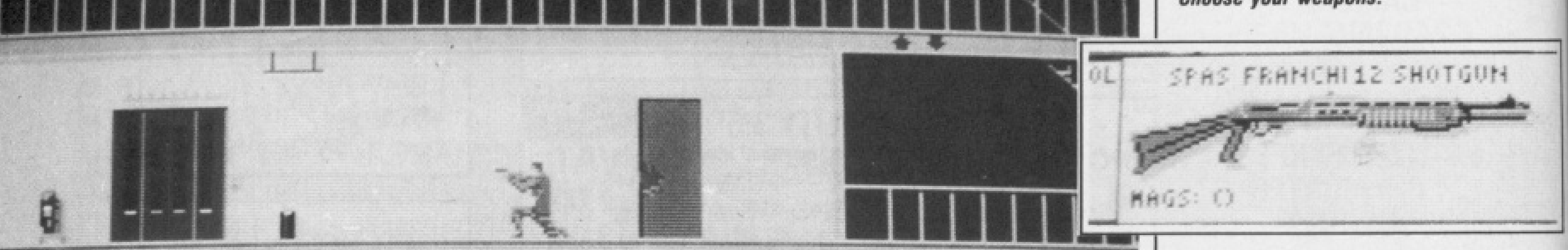
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A not-so-stylish Impossible Mission clone.

PERSIAN GULF INFERNO

Unremarkable quest to free hostages.



Choose your weapons.

In a couple of months' time hostilities are going to break out between Iran and Iraq again. This may come as a surprise to observers of the Middle East where conflict between Iraq and Israel seems far more likely, but they don't have the benefit of the manual to *Persian Gulf Inferno*, an indispensable guide to current affairs.

Magic Bytes' proposed scenario for Middle Eastern conflict first surfaced nearly a year ago with a demo which included a number of gentleman dressed in tablecloths taking control of an oil platform in the Persian Gulf. It looked neat but the finished game bears little resemblance to it. All that remains is, vaguely, the scenario in which a large international oil rig is taken over by a terrorist group known as 'Mashad' (a name which sounds as much like the Israeli Secret Service as anything).

Whatever your feelings about software companies taking such a glib overview of world politics or, worse still, reinforcing racial stereotypes, it's hard to find anything impressive about *Persian Gulf Inferno.*

The game begins with your hero out on his own with 35 minutes to locate some hostages, find a nuclear device and defuse it. The oil rig is divided into two sections and you begin by some gantry steps. Take a couple of steps and alarm bells should begin to ring — not in the game, but in your head, the echoey clatter of your hero's flat feet sound vaguely reminscent. Exploring a little should rapidly confirm those suspicions — you're in an *Impossible Mission* clone.

That Magic Bytes have chosen to base their game on such an old classic may be a recommendation for some, but they've made little attempt to develop the idea. The robots have been replaced by terrorists, and the furniture by doors. You move between levels using lifts, whilst entering certain rooms will provide you with extra weapons (a shotgun or an Uzi), ammunition and explosive charges.

Persian Gulf Inferno is thoroughly unremarkable. The action is slow and the strategy limited. The game is also complicated by the lack of sound effects for the enemy — you don't hear them firing which makes it easy to take a hit unless you're very careful. Graphically too the game offers little. The characters are small, and whilst everything is neatly drawn, there's little style.

If you're looking for a good *Impossible Mission* clone, then Vivid Images' *Hammerfist* is a much better prospect. As a slice of contemporary political bandwagon jumping its timing is good, but then again the Middle East is always going to be a hot spot. That said there's nothing hot about *Persian Gulf Inferno* but then reconstituted and reheated matter never is.

Mike Pattenden

MAGIC BYTES
PRICE: £24.95

SOUND:	**65%**
GRAPHICS:	**72%**
PLAYABILITY:	**73%**
LASTABILITY:	**70%**
OVERALL:	**72%**

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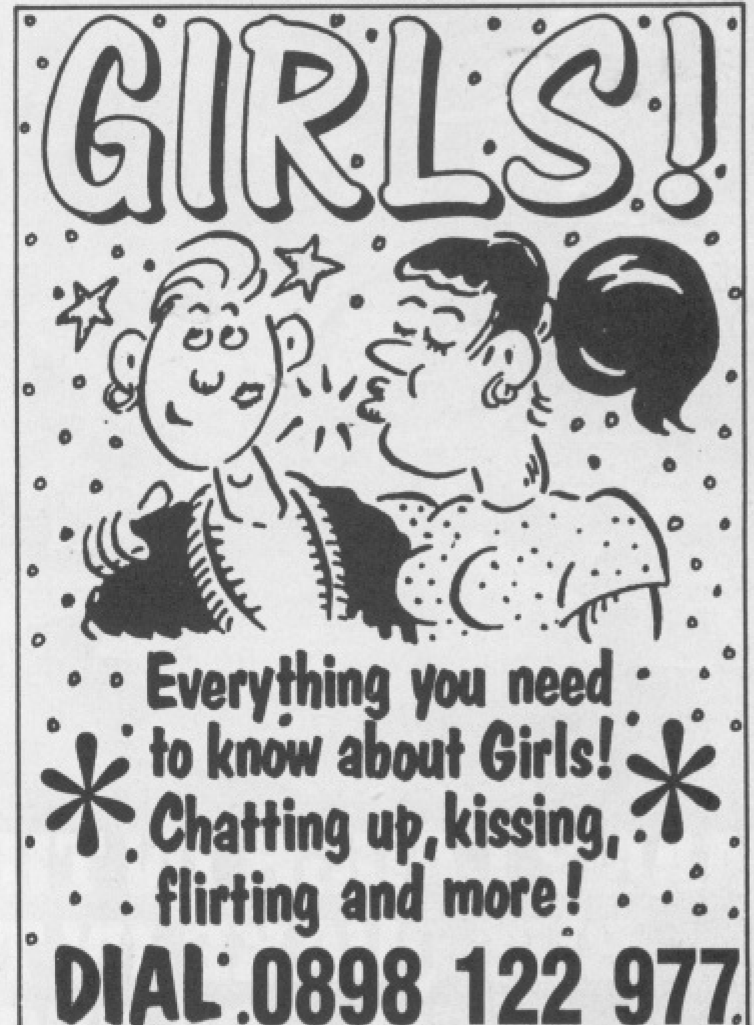
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THEME PARK MYSTERY

CU SCREEN STAR



The giant surreal chessboard in Dreamland.



On the train to Yesterday Land.

Win — and Zolten will predict.

Things aren't all candy floss and fun down at the fair. Ghouls and demons are everywhere but in Ghost Train, and they're partial to a quick spot of terrorising. Then the owner dies, bequeathing the park to you. A true patrons ghostbuster, you set out to hunt down the seven demons possessing the various areas of your park.

Theme Park is set over four levels — Dragon Land, Dream Land and Future Land and the first, Yesterday Land. Here you operate three funfair booths. The first is Zolten the mechanical fortune teller, and the lynch pin to the game. Zolten supplies help throughout the game, plus some clues to get you going. Next is the bagatelle machine, forerunner to the modern pinball machines. This is where you win tokens for Zolten. Last is the grabber — but instead of fluffy toys it contains tin soldiers, one of which turns out to be a demon.

Yesterday Land is linked to the other areas via monorail. First stop is Dragon Land. Half way through the journey your clothes metamorphoses into medieval garb, and the train takes on a pagan feel in this attractive interlude sequence.

Dragon Land itself is similar in some respects to System Three's *Myth*. The graphics are small and tidy and there's some puzzle solving and lemming-like suicidal experiments for you to plunge into. On the whole it's a very nice sub game.

Achieving a sense of surrealism is a prerequisite for any dream sequence. Dream Land is set on a giant chess board, full of holes and crawling with bugs with the demon hiding out at the end of the level.

Future Land is where things really get out of hand. A free for all shoot 'em up, you find yourself piloting a shuttle craft along a roller coaster, dishing out death and destruction to all and sundry. Not a technically inspiring section but good fun to play.

Theme Park provides a diversity of games styles, ranging from arcade blasts to puzzle solving. On the whole everything seems to join together well enough, but people afflicted with bad joystick control will have some problems with the arcade section, just as the dedicated zapper will have trouble with the problems.

An interesting combination of games, both sonically and visualy attractive and highly playable. Well worth paying the entrance fee.

Mark Patterson

IMAGE WORKS
PRICE: £24.99

SOUND:	**81%**
GRAPHICS:	**82%**
PLAYABILITY:	**87%**
LASTABILITY:	**85%**
OVERALL:	**86%**



ST ACTION: The presentation has to be the best I have ever seen in any management game. Combining the compelling game play of Kick Off with the strategy of team management was a stroke of pure genius.

THE ONE: Player Manager is an exceptional football management simulation. It has astounding depth: an unmatched 1000 individual players, the ability to radically alter formation and team tactics – just about everything you would find in real football. Player Manager is the most involved, rewarding and playable games of its type.

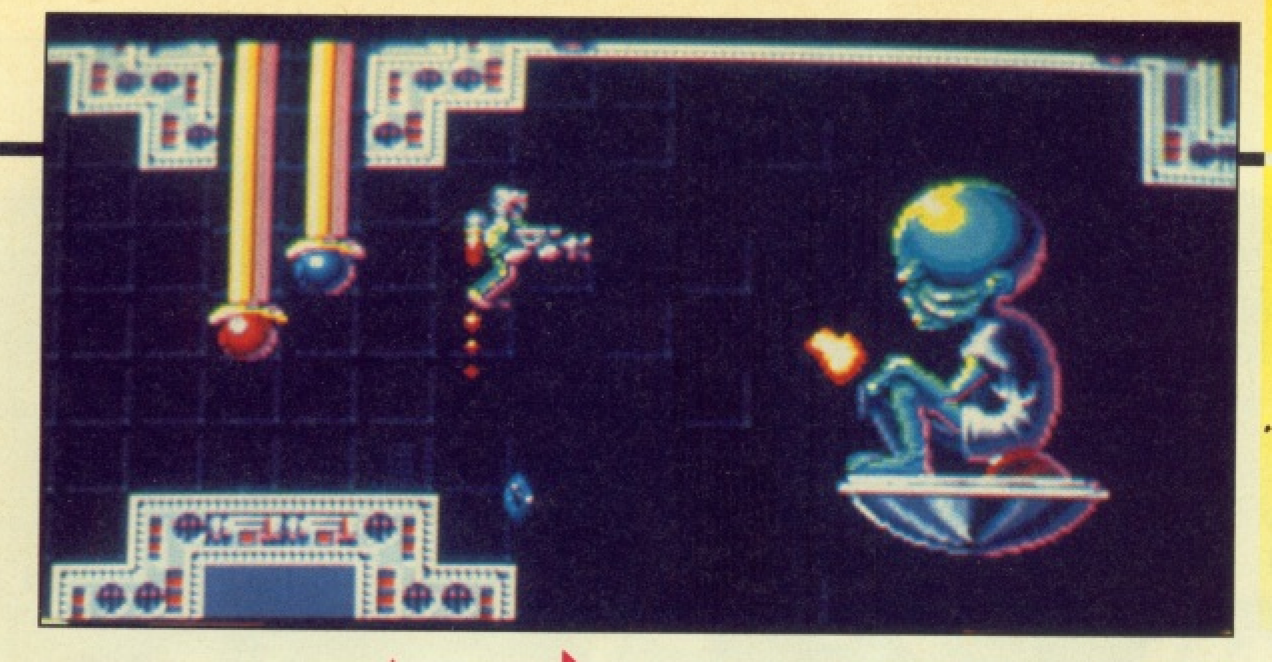
THE ACE: The beauty of the Player Manager is that it successfully blends a challenging soccer management game with the frantic end to end arcade action of Kick Off. Designers have been trying to marry arcade footy with management for years-almost always failing abysmally. Player Manager brings it off in style.

NEW COMPUTER EXPRESS: The sheer depth of Player Manager is incredible. Almost every conceivable element of running and playing in a football team has been implemented including Kick Off. Anco has produced what has to be a difintive Manager game.

COMMODORE USER: One of the most impressive options yet seen on a managerial game and the keystone to the addictiveness and involvement of this game is Tactics option. P.M. lets you plan all your set pieces just the way you want them. You will never be able to say you aren't in full control of the game. At last a management game that requires true management skills. Add to this most addictive arcade soccer game ever – a winner.

ANCO

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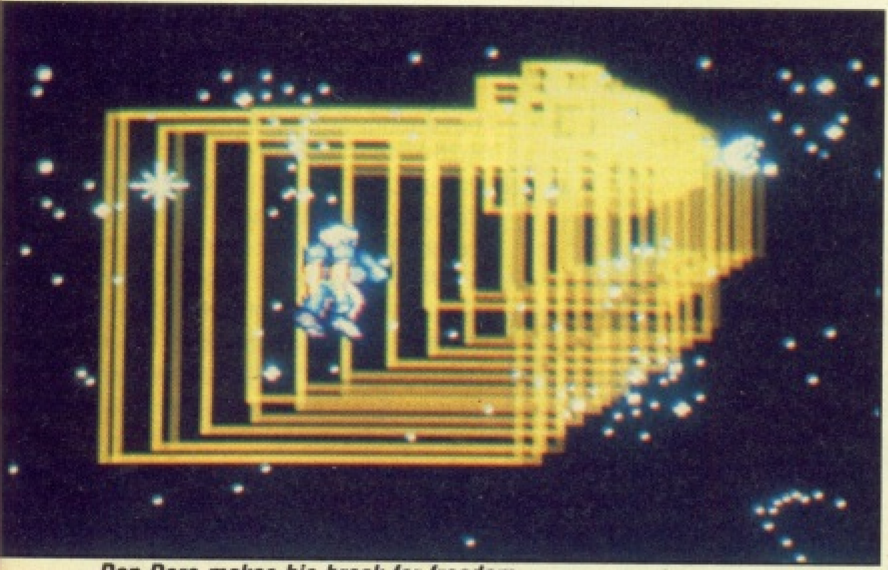


Dan Dare faces The Mekon.

DAN DARE 3



Dare is caught by the Treens!
Cosmic catastrophe! Dare's in danger.



Dan Dare makes his break for freedom.

VIRGIN MASTERTRONIC
PRICE: £19.99

Dan Dare is one of the few 1940s comic strips still popular today thanks to the timeless appeal of the underdog hero.

Dan is the Indiana Jones of the cosmos and has triumphed in countless adventures across space, yet it's only when he comes up against that antithesis of his beliefs — the Mekon — that Colonel Dare's mettle is really tested.

In *Dan Dare III*, Virgin Mastertronic's latest addition to the saga, Dan faces his toughest challenge yet. The Mekon has made things pretty rough for him.

Dare has been taken prisoner and moved to a satellite from where the Mekon intends to sublimate the entire race of the Earth thanks to his armies of Treens — products of his unsuccessful Treenisation experiments. What's needed is a human subject, and who better than Dare?

But Dan quickly escapes and finds a spaceship which should get him back to Earth. But before he can make it work, he must locate 50lbs of fuel in a catacomb of corridors, chambers and shafts.

Dan is initially armed with a plasma rifle, a single power shield and handy jet pack. If he can fight his way to the stores computer on the first level he can order from a plethora of weapons stock as long as his credit holds out including extra lives, nuke bombs, homing missiles. But all cost.

Once Dan's armed, he selects each weapon by pulling down on the joystick, the current selection being shown by its particular icon. The icons are clear and obvious, contrasting sharply with the small graphics of the characters and selection of each icon takes place during play so an element of real time swapping is inherent.

While the music is pleasant yet unmemorable and sound effects are too limited, the scrolling most certainly is poor. It's jerky and slow.

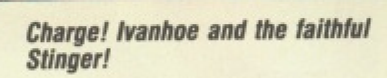
Probe Software, who are responsible for the game, have a better reputation for graphics than this especially after having made such a good job on the Spectrum. *Dan Dare* on the Amiga is therefore an enigma — jerky scrolling coupled with reasonable graphics and underused sound make for a game which will be forgotten easily, unless you buy it in which case it will be remembered for its mediocrity.

Garth Sumpter

SOUND:	**53%**
GRAPHICS:	**64%**
PLAYABILITY:	**57%**
LASTABILITY:	**56%**
OVERALL:	**58%**

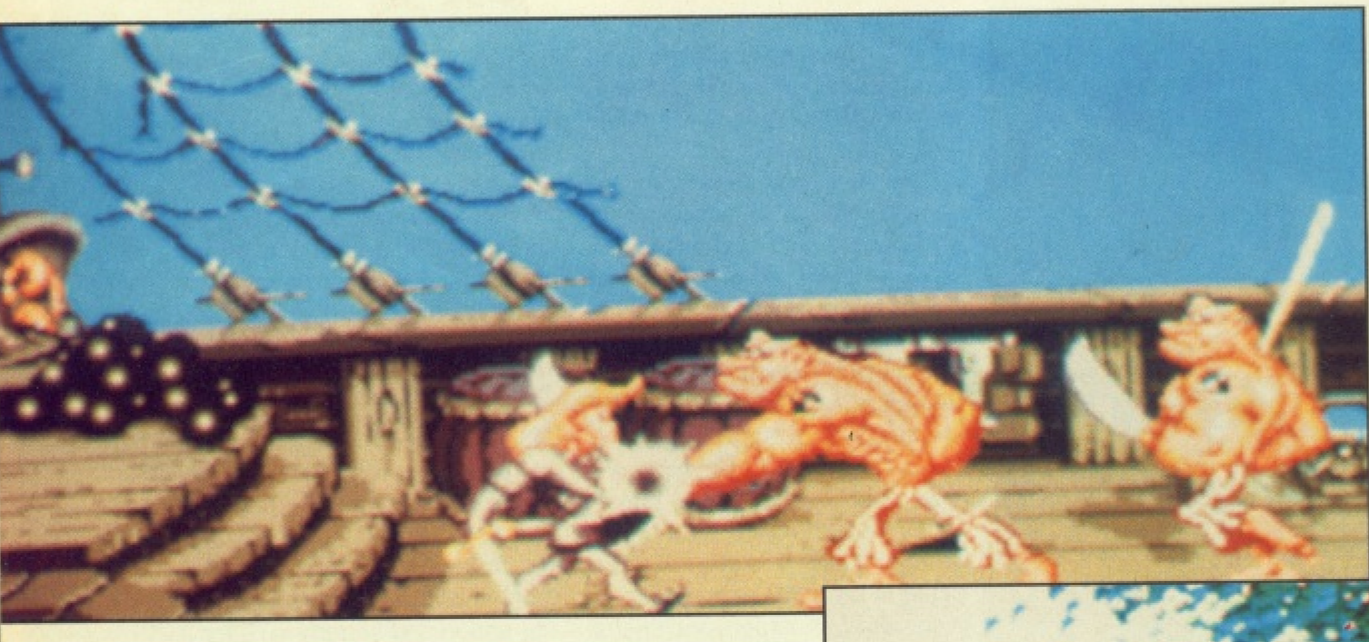


The King and you — rescue mission.



Charge! Ivanhoe and the faithful Stinger!

IVANHOE



Ivanhoe's all at sea.

Did Lord Ivanhoe really have long, flowing blond locks, a quiff and a walk which makes Julian Clary — also known as The Joan Collins Fan Club — look as butch as Rambo? Is that fact?

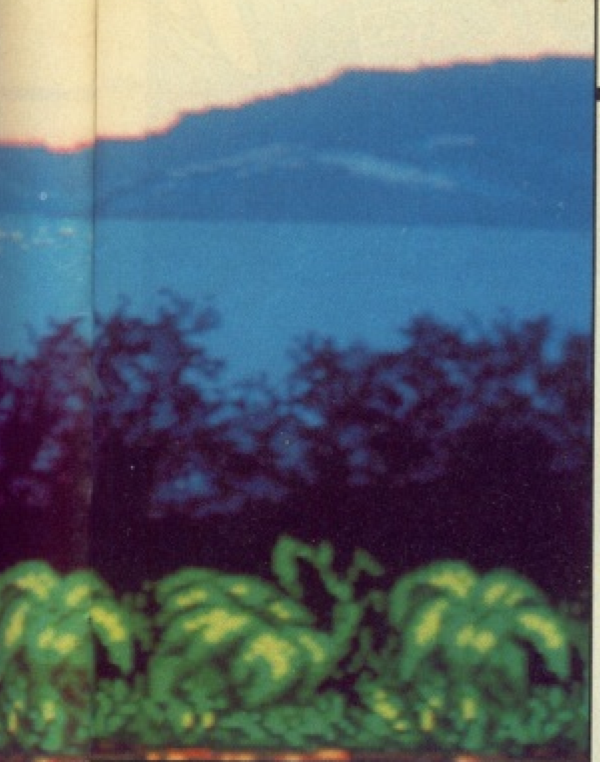
What is a fact, according to Ocean France, is that he rescued Richard the Lionheart who taken hostage while on a crusade in Middle East. And that is the scenario of this game.

In true French style the graphics of *Ivanhoe* are large, detailed, bright, colourful, cute and amus-



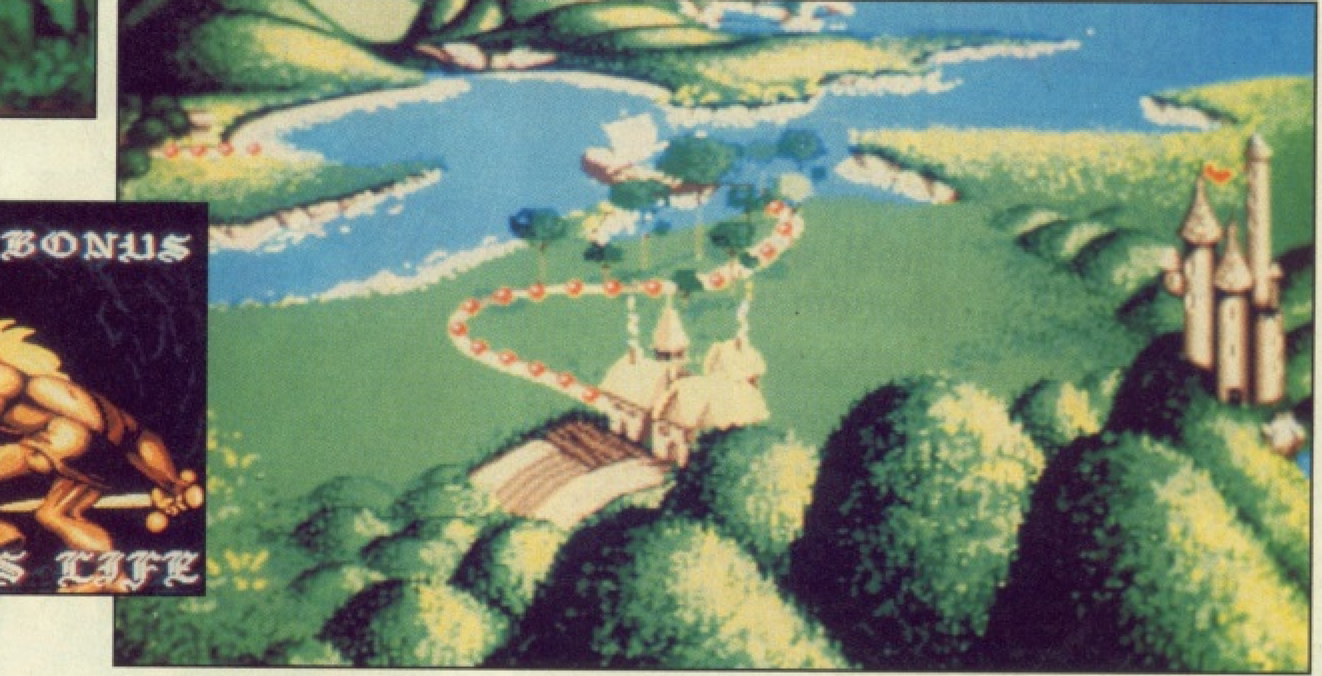
Danger lurks in the trees.

OCEAN
PRICE: £24.99





Hack attack. The enemy advances.



The road to the castle.

Muscle-bound warriors.

ing. Check out these screenshots and you'll see Ivanhoe has more character than a lot of other beat 'em ups I could name. The scrolling is also fast and silky smooth.

But there isn't much in the way of animation. Sure, each character has a large variety of moves but they seem to flick between positions instead of moving smoothly.

As Ivanhoe you must undertake several quests before, hopefully, rescuing King Richard. First, you must run through a forest to a port, capture a ship, then sail to the island where Richard is held captive. Next you must cross the island on your trusty steed, Stinger, avoiding axes, floating bombs, and finally search through the castle maze and free the King. Your reward will be a knighthood.

Each level is in two parts. The first is, in most cases, a left-to-right hack and slay. Attacks come from all round — and even from above! All have to be disposed of with your mighty sword. Some will fire missiles which can be deflected with your shield.

The second part pits you against one very tough, hard opponent. Win and you'll be granted an extra life.

The sound isn't too far behind the graphics in the quality stakes, either, with nice tunes and good screams, groans and smashes.

But what about *Ivanhoe*'s playability? Basically it isn't bad but some of the controls are a little slow to respond. But it is challenging with each opponent getting harder to defeat. However, the game play is a little repetitive and I found myself bored at times.

Ivanhoe is fun to play and worth seeing for the graphics. But what about buying? Yes — but you might not be playing it in two years time.

Tony Dillon



The axeman cometh.

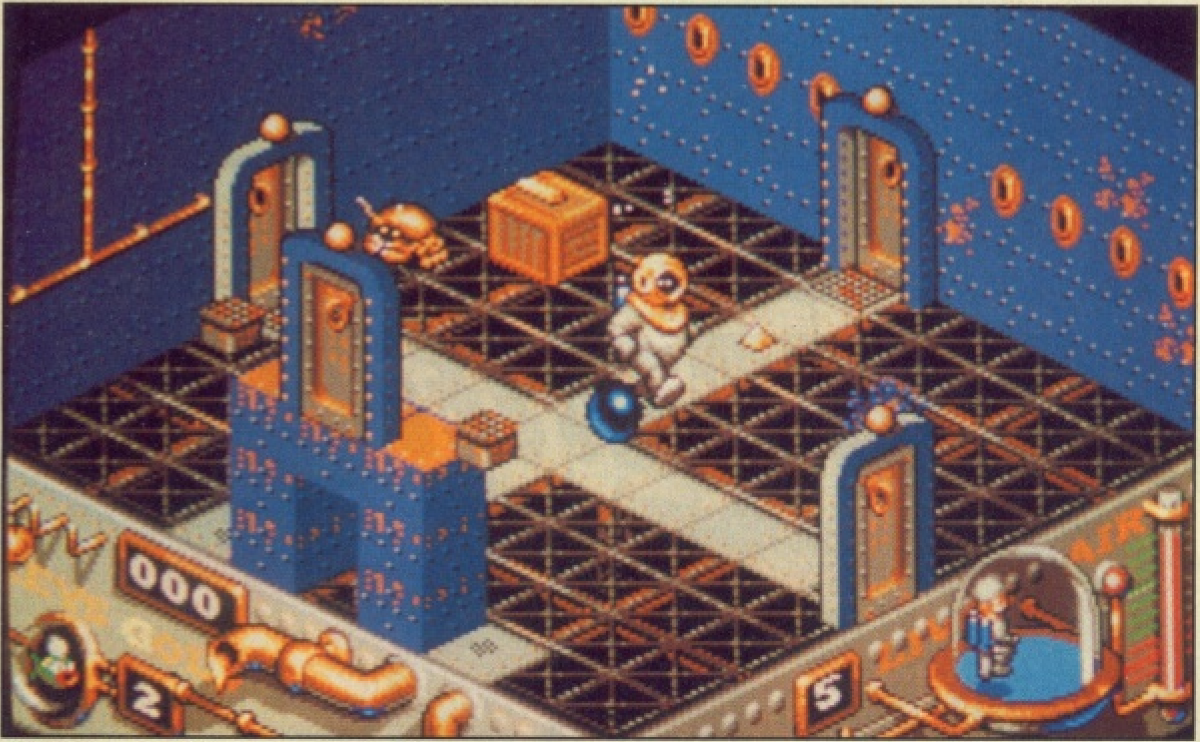
SOUND:	82%
GRAPHICS:	87%
PLAYABILITY:	78%
LASTABILITY:	75%
OVERALL:	80%

Quiff-hanger. Is this the Ivanhoe of history?





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Bzzz. 'crackle'. hizz. pop: This is Radio S.M.O.G. bringing you the latest update.
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Mmm, this sort of game sure is back in vogue.

TREASURE TRAP

Break the blocks and climb down in.



Make the crab push the gold from out of the trap

If you look back through the dark and murky history of the software industry, you'll find that one of the biggest gaming breakthroughs ever happend roundabout 1986 when 8-Bit programming team Ultimate invented Filmation, a forced perspective 3D games generating system that added a whole new realm of realism. In these days of filled polygons the programming world seems to have forgotten about it. Until now that is. . .

You have one option — go down deep beneath the sea and rape the sanctity of a sunken ship in search for gold. Below the sea at least, you don't have to wear a cap . . .

Every room holds a challenge like going into the corner of a room, leaping onto a table, taking the gold and then rushing out avoiding the killer fish and floating mines which infest the wreck . . .

Then the things start getting tough. Push boxes and tables around to give you access to other parts of the screen, or just use them to stop fish from getting at you. There is a lot of thought involved, so don't expect to wizz through the game. This one will keep you going for weeks.

If you find yourself in a position where you can't move without being killed, then it's time to bring in the smart fish. One tap on the S key and a crazy heavy metal fish will swim on screen towards the nearest enemy, and then go into a headbanging frenzy, killing everything on impact.

To a large degree this game is both challenging and entertaining. The only problem I have with it is that the controls are just a little too clumsy and unresponsive. Maybe if it didn't take so long to move in a given direction, half the puzzles wouldn't be so tough. Still, it's a game that's definitely worth submerging yourself in.

Tony Dillon

ELECTRONIC ZOO
PRICE: £24.95

SOUND:	**80%**
GRAPHICS:	**82%**
PLAYABILITY:	**76%**
LASTABILITY:	**84%**
OVERALL:	**81%**

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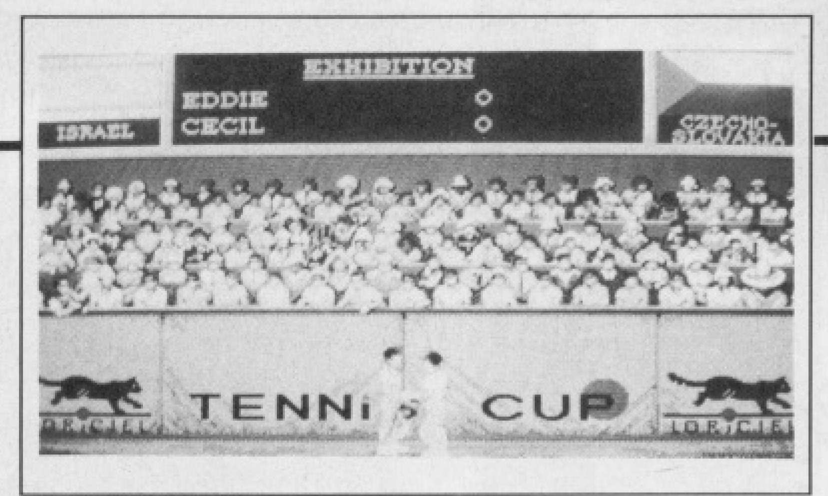
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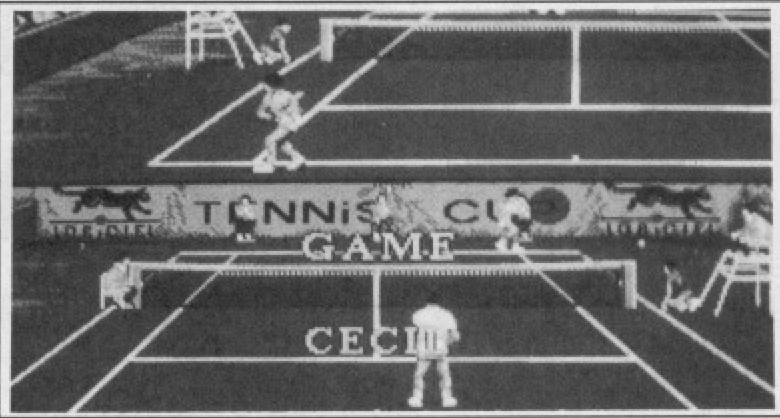
Pre-match courtesy.

TENNIS CUP

Any tennis game I come across has to be pretty impressive if it is to retain my attention, simply because I've played *World Tennis* on the PC Engine. Whilst a console game might not seem relevant, once you've played the definitive version of something everything else, rightly or wrongly, subsequently gets judged by its standards. It's a bit like having to drink cheap plonk after you've had a good bottle of wine.

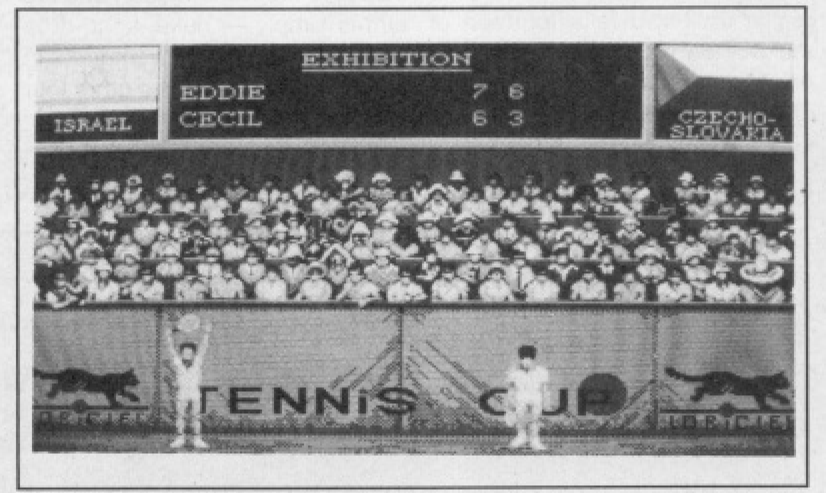
Loriciels' output has been improving of late. Before last month's *Shermann M4* their release record had been patchy in the extreme with the label being shuttled around various UK companies for publishing purposes. *Tennis Cup* establishes them as a force to be reckoned with — for once it actually captures the style and feel of the game.

First impressions garnered from actually trying to hit a ball on court are mixed. Graphically it's quite well constructed with plenty of nicely saturated blues and greens for the backgrounds, and well proportioned characters. Trying to hit a ball is another matter entirely. Playing the computer I managed — service aside — to lay racket on ball once, only to have that swatted back disdainfully. But persevere, because the reward of finding a good game lies in wait.



Cecil wins a game . . .

Before you start a match you're given the opportunity to select a player. The possible options hint at real players by offering you first names and flags for nationality (eg Henri — France) naturally there's British players. More importantly you can alter your own playing strengths and those of your partner by balancing power percentages on forehand, backhand ground strokes, volleys and service.



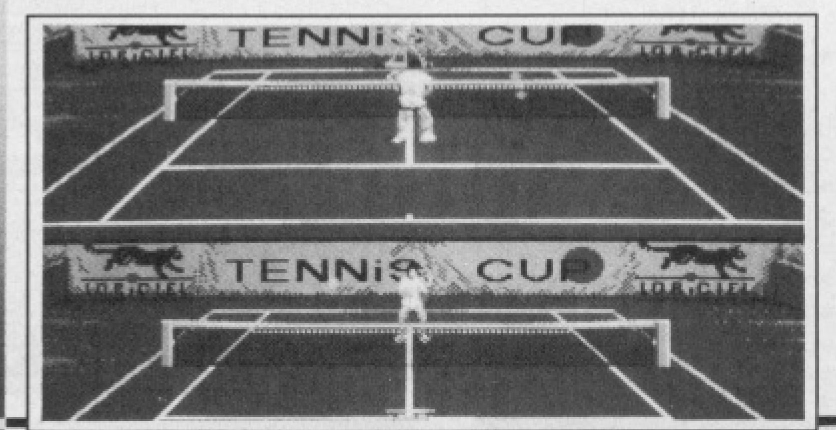
but not the match

Whatever you do, don't go straight into a match. Take the offer to practice — realistically set up with a ball chucking machine. This is where you should get used to hitting the ball and directing it with spin and power. It can be done, and when you do it, it's very satisfying. The spirit and athleticism of tennis is well conveyed by the nice animation on the players. They move smoothly and they shape up to strike the ball realistically. The point to remember when you put that into practice is that hitting the fire button makes your player shape up for a shot, not strike the ball — releasing the fire button does that.

You can play in tournaments, doubles and exhibitions whilst there's the option to play on different surfaces too. Go for clay for starters as it's the slowest. Otherwise make a point of creating a weak opponent to begin with, otherwise you'll get hammered.

Tennis Cup is the best representation of the sport I've seen on the Amiga, but it has a couple of flaws. Firstly you can't place the character with enough precision — he moves too far, and more importantly when the screen scrolls left and right it's unpleasantly jerky. That said it's worth making allowances for, particularly when you get some generous sampled speech thrown in.

Mike Pattenden



So it's back in training for our Cecil.

US GOLD
PRICE: £24.99

SOUND	**86%**
GRAPHICS:	**87%**
PLAYABILITY:	**85%**
LASTABILITY:	**80%**
OVERALL:	**84%**





The opening sequence shows the onset of the holocaust.





The world map shows the hotspots — here GhandJi's suffering from a nuclear meltdown.

NUCLEAR WAR

CU SCREEN STAR



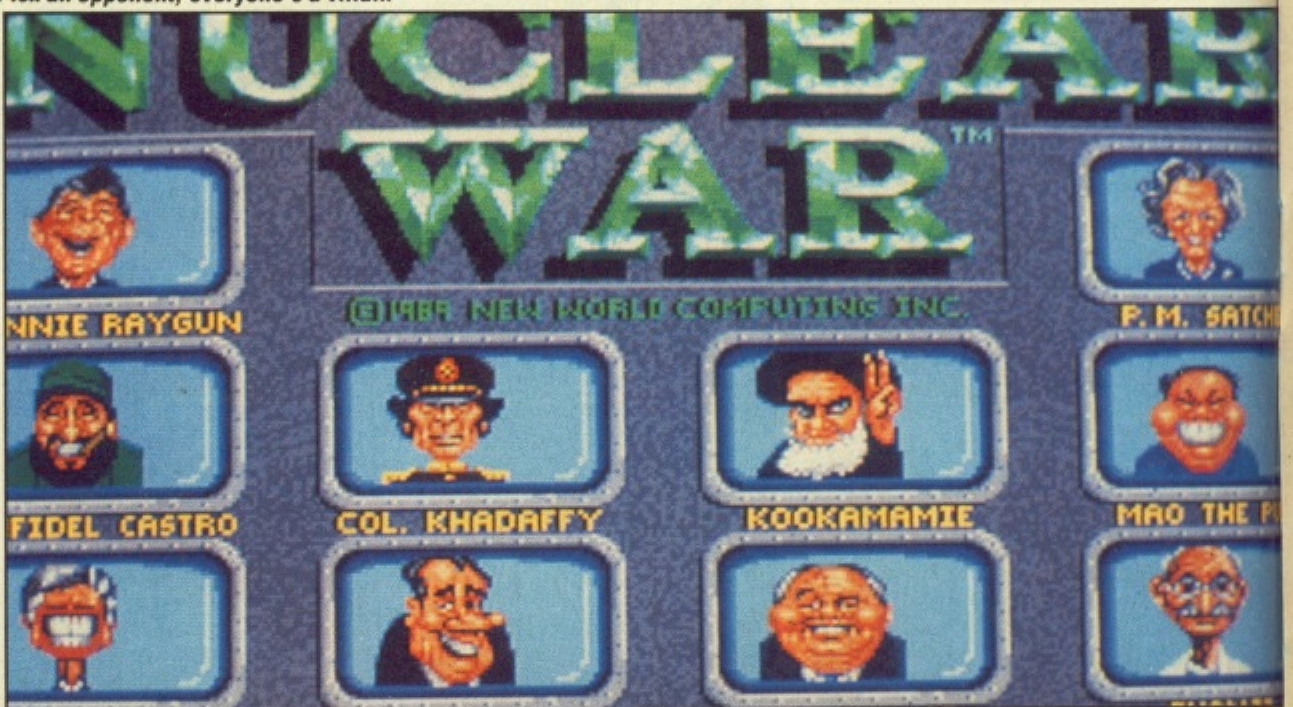
Conflagration and — below left — the victor jumps in glee



Nuclear war. It's no joke really, until you take fourteen of the world's most prominent leaders, highlight their quirks, give four of them a country each, around a hundred million people, a nuclear stockpile and let them battle it out. You play the world leader, and the aim is simply — nuke, fight, drop cows on and do your damndest to eradicate all trace of the other four participants.

All the commands are issued on one screen. Your four opponents are displayed in each corner, together with a rating showing their feelings towards you, and a smiley acid face which lets you set your level of diplomacy. A factory icon orders your obedient citizens

Pick an opponent, everyone's a villain



US GOLD
PRICE: £24.99



Silent night, but not for long



Once you know who's launching a strike it's time to act



You can always run a smear campaign



Looks like Kookananie's cooked

to build bombs, planes and defence systems. You can also launch nuclear ICBM attacks on anyone you want.

An alternative form of warhead delivery is by airmail. For this you have the Nuclear Postman bomber with a fifty megaton capacity, plus there's the dreaded Grim Reaper, which can carry an Earth-splitting one hundred megatons. Planes have an advantage: they're harder to stop and can carry several warheads, so they can bomb more than one city.

A much more subtle line of attack is propaganda. Invite an enemy city over for a barbie then don't be too surprised if seven million people decide they want to stay put. Using the propaganda tool can have some side effect, too. For instance it can cause the so-called Chernobyl effect and melt down a reactor — or activate a group of space cadets; these lurk around watching Lost In Space then chuck a dome over a city, bung a few rockets underneath and — wham — thirty-six million people up in orbit.

With over half a billion people dying per game, space aliens and flying cattle, it's hard to be offended by *Nuclear War*. It's incredibly funny with Spitting Image style humour. It can be quite easy to win the occasional game but so much happens you have to keep coming back. Witty and imaginative, *Nuclear War* is a fantastic game which fields a full team in the comedy department.

Mark Patterson

SOUND:	**67%**
GRAPHICS:	**86%**
PLAYABILITY:	**90%**
LASTABILITY:	**82%**
OVERALL:	**88%**



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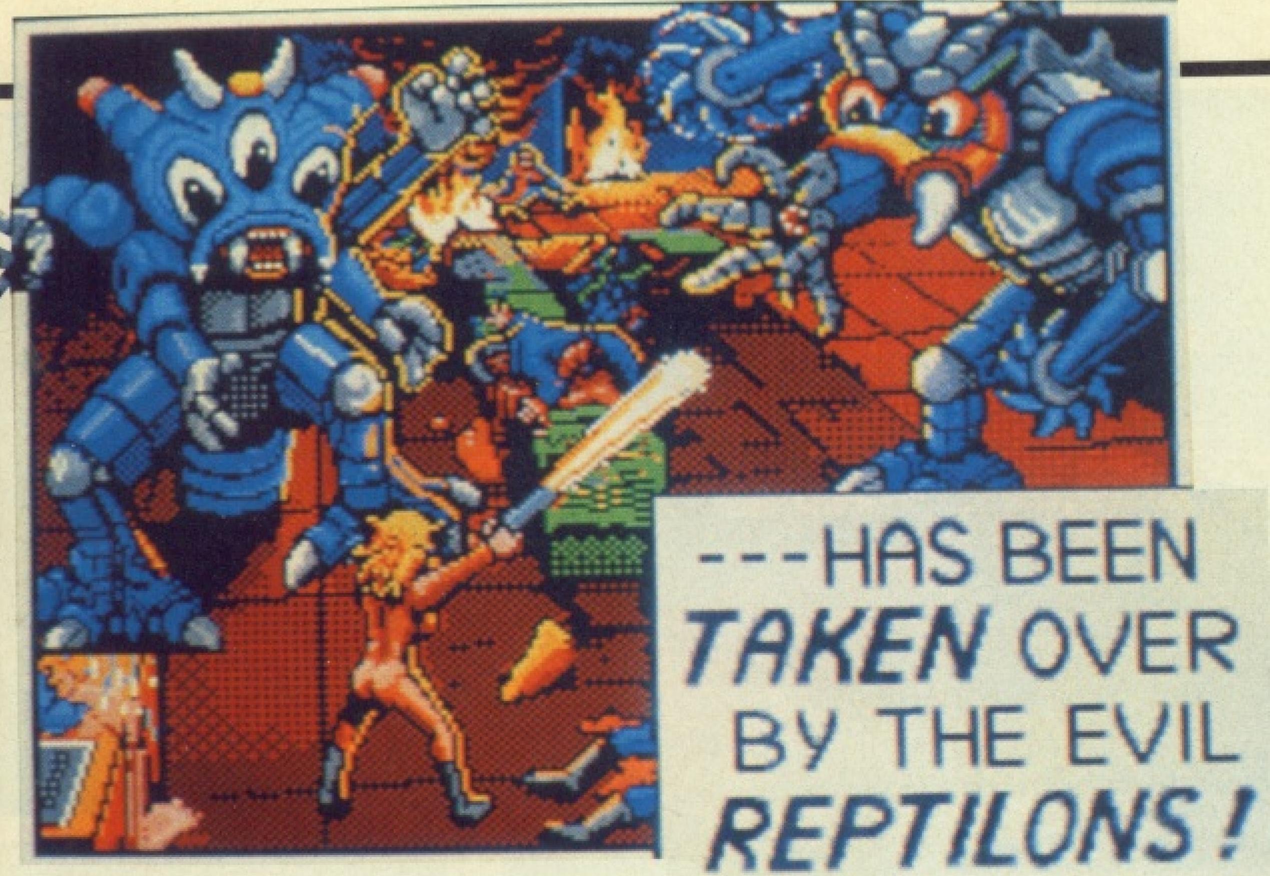
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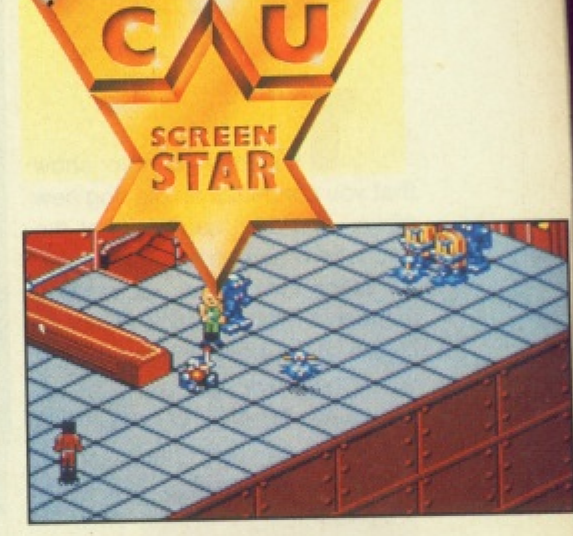
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Bleeargh, they're evil!



Avoid the spinning tops.

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

Imagine a more serious position. There you are, sipping at a pangalactic gargleblaster and lime in the synth-grav lounge of your nearest orbiting local when you're called back to the ranks of an interplanetary S.W.A.T. team and mobilised against Planet X, an industrial planet producing only robots — where they've a host of hostages brainwashed into working on their production lines.



The mission is to blast through the thirty-odd levels, rescue the terrorised terrans and destroy the anarchic automatrons' chances of conquering the Earth.

Annihilating androids is one thing, but Jake and Duke, the two SWAT members under your control, find it all hungry work and so lockers must be blasted open to find food as they go.

Each level's captive humans must be liberated from their work stations or goldfish bowl prisons by blasting the control machine. To move on from location you must find the switch for the escalators and turn it on.

A bonus screen at the end of every level gives you the chance to replace lost energy. If you succeed, you can choose which route to take forward — if not the computer will choose the route.

Escape From The Planet Of the Robot Monsters is a "make no bones about it" shoot'em up with the usual ingredients of a unlimited ammo zapper and a strong, well connected objective. What is unusual is how good it is. You can blast lockers and pick up bombs as you go whilst you fend off the marauding and malevolent metal monsters.

Converted from the Tengen arcade of the same name, *EFTPOTRM* has crisp, fast graphics, gameplay like the gearbox on a Ferrari and some superb graphic touches that mirror the care and time that was taken by Mark Pierce and Bonnie Smithson over the original arcade program.

Try walking off the edge of one of the levels and the character clings to the edge for grim death, walk into a wall and he'll shake his head while he recovers from the blow. It really is a superb game.

Garth Sumpter

DOMARK
PRICE: £19.99

SOUND:	**82%**
GRAPHICS:	**85%**
PLAYABILITY:	**83%**
LASTABILITY:	**87%**
OVERALL:	**86%**



This just goes to show that you can teach an old dog new tricks. Just as it seemed that the martial arts games were dying out, EA steps forward and pokes you in the eye with a bo stick. *Budokan* is one of the best kick 'em where you can games yet.



This is Budokan itself.

BUDOKAN

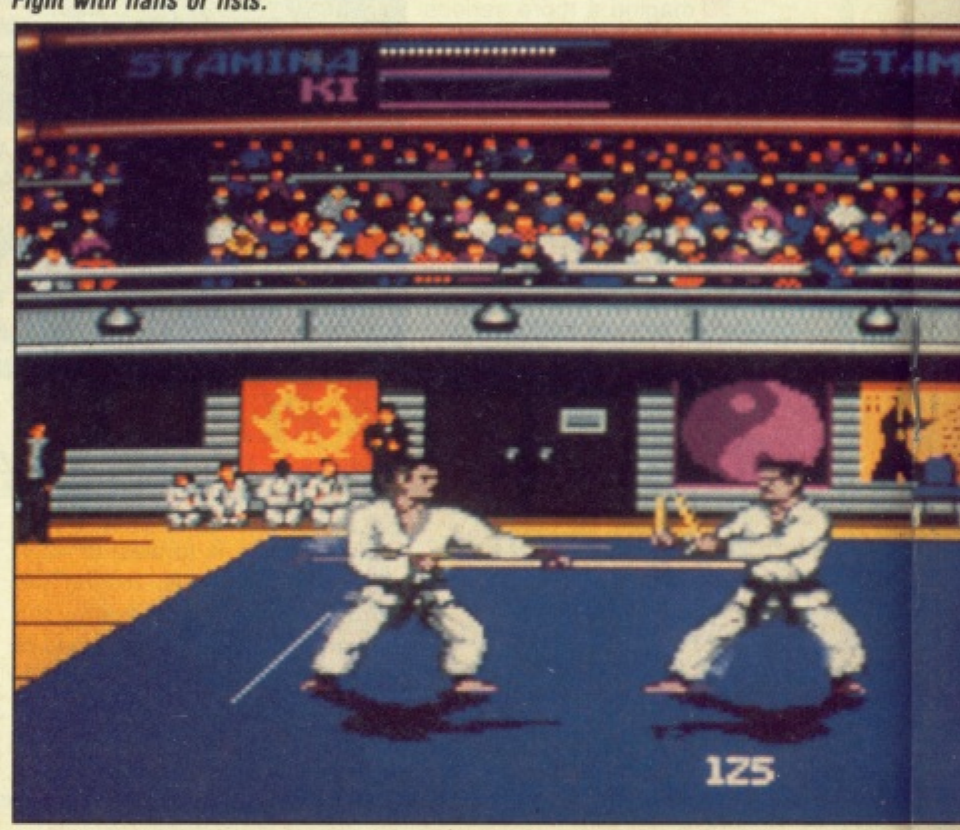
Instead of limiting you to a single form of combat, *Budokan* offers you four different ways to bruise your opponents; Kendo, Bo, Nunchaku or Karate. But the final aim of the game is to complete the Budokan — a test of your arts against all manner of opponents and their weapons.

You begin in the courtyard, and from here you can enter the training dojo and the combat mat, where you try out your skills against differently armed opponents, and these can be either computer or human controlled.

Each dojo offers you the opportunity to practise alone, getting used to the feel of each weapon and its moves, or spar with a computer opponent of a set difficulty. Spending time learning the moves is vitally important, as some of them require more than a straightforward joystick flick. In some cases, as many as three joystick moves are required, but only for the really vicious attacks, such as the twirl triple strike (a very fast spinning nunchaku that hits your opponent hard three times in a row if performed successfully!). After sparring with a computer opponent, you are given a description of your fighting pro-



The master and fountain of knowledge.



Fight with flails or fists.

ELECTRONIC ARTS
PRICE: £24.95

wess, telling you in which areas you need to improve, be it in speed of attack, precision or in the use if Ki (pronounced 'Key').

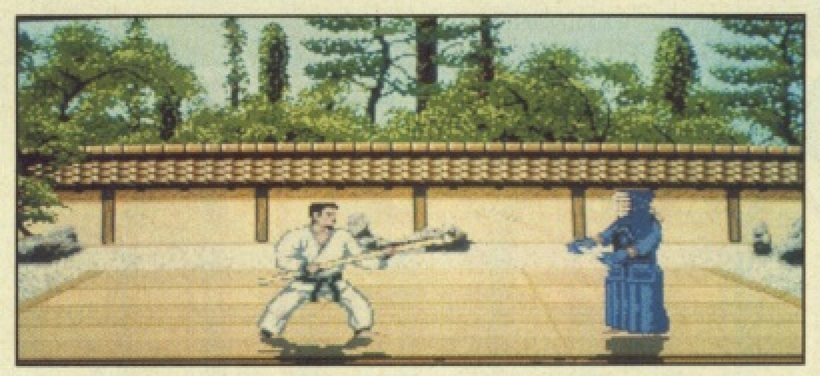
Ki tells you how mentally focused you are when attacking. The longer you leave between strikes, the more your Ki improves, strengthening your next strike. If you get hit, or you miss an attack, your Ki will drop fifty percent, which can be quite damaging to your success rate.

Once you have mastered each art you are ready for the Budokan tournament, where you face twelve masters of different arts. Defeat them and you have reached true enlightenment.

The graphics are wonderful. The sprites themselves are smoothly animated and the moves 'look right'. I recoiled in some horror when you see exactly where a crouch spin strike with a bo stick hits an opponent. The sound does the trick too, with lots of FX that sound like they've been taken from one of the worst Kung-Fu movies. The theme tune's a bit slow though.

This is very much a game you can just pick up and play, providing you don't want to boost your Karman. But with so much to learn, winning a fight brings a real feeling of accomplishment. Extremely violent and mindlessly destructive. Just perfect.

Tony Dillon

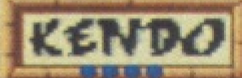


Practise your skills in the dojo.



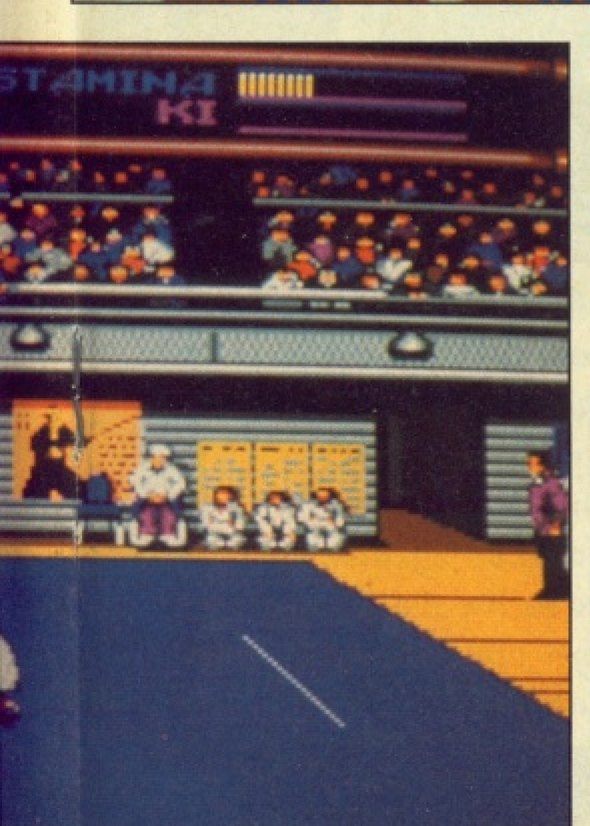
A blow to the head

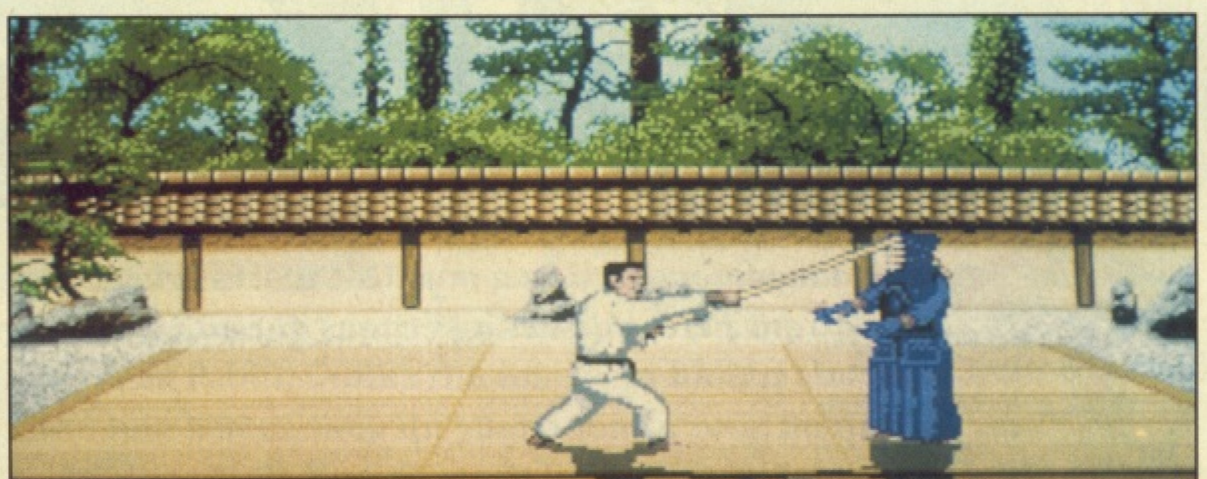




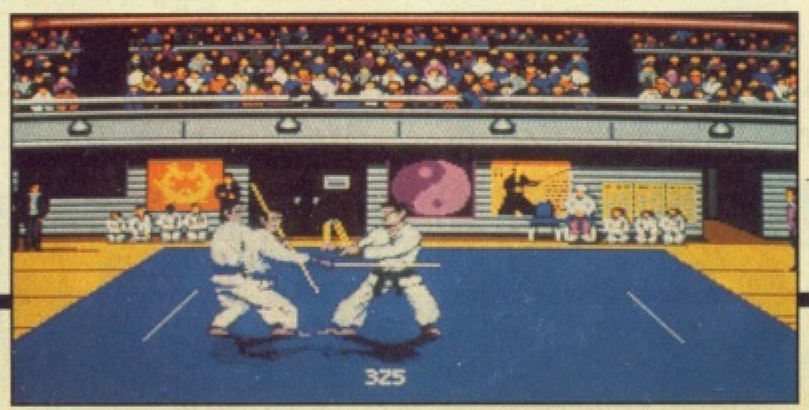


Four martial arts to choose.





Strength, stamina and Karma are called for.



SOUND:	86%
GRAPHICS:	90%
PLAYABILITY:	85%
LASTABILITY:	87%
OVERALL:	87%

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Ivanhoe

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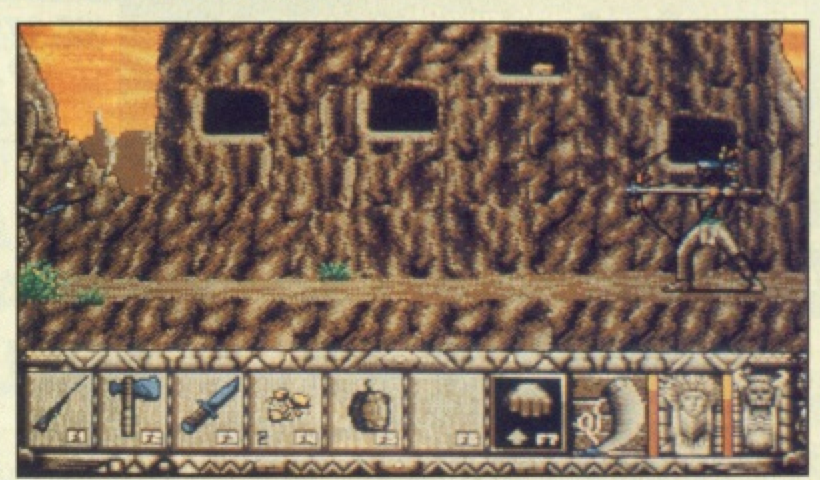
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This guy needs an axe.



Jolie, n'est-ce-pas?



You can reload off screen

COLORADO

You certainly can't accuse Silmarils of being prodigious. Since their inception eighteen months ago they've released three games, only two of which saw the light of day in this country. Things could be set to change with the release of *Colorado* and a publishing deal with software Francophiles Palace.

Colorado is a fairly standard arcade adventure, but its 'Last Of The Mohicans' style setting and its careful treatment merits more than a passing glance.

A hunter saves an old indian from torture by a rival tribe. Though mortally wounded, the chief gives him a map of a gold mine for saving his soul.

The characters and the backgrounds are impressively drawn. The big figures are individualised in the same way they were in one of their previous games *Manhattan Dealers*. The lush American scenery is also well drawn which encourages you to explore.

A strip of information at the bottom of the screen allows you to see what you're carrying and what items you have selected. Your hunter is joystick controlled, although I found the numeric keypad more precise for accessing the direction commands the game requires. Your character can walk in and out of the screen as well as left and right; he can use weapons whilst crouching and standing and he'll leap and climb too. You also have to reload the rifle after each shot which is a bit of a pain but fairly authentic I suppose.

There's more than enough variety in this game, although the action is slowed by employing a flip screen system. These days that's unforgiveable.

The action is hardly frenzied, but the arcade elements are enjoyable enough and the canoe section is quite entertaining. *Colorado*'s real appeal lies not in its components which deviate little from any other arcade adventure (with a bit of trading thrown in) but in its different subject matter and a nice attention to detail. There could have been more effort put into the sound, but it's certainly a step further on from their previous efforts (*Targhan* being the last) and, I'm informed, merely a taster for greater things in the shape of a forthcoming release entitled *Starblade*. Until then there's gold in them there hills if you want it.

Mike Pattenden

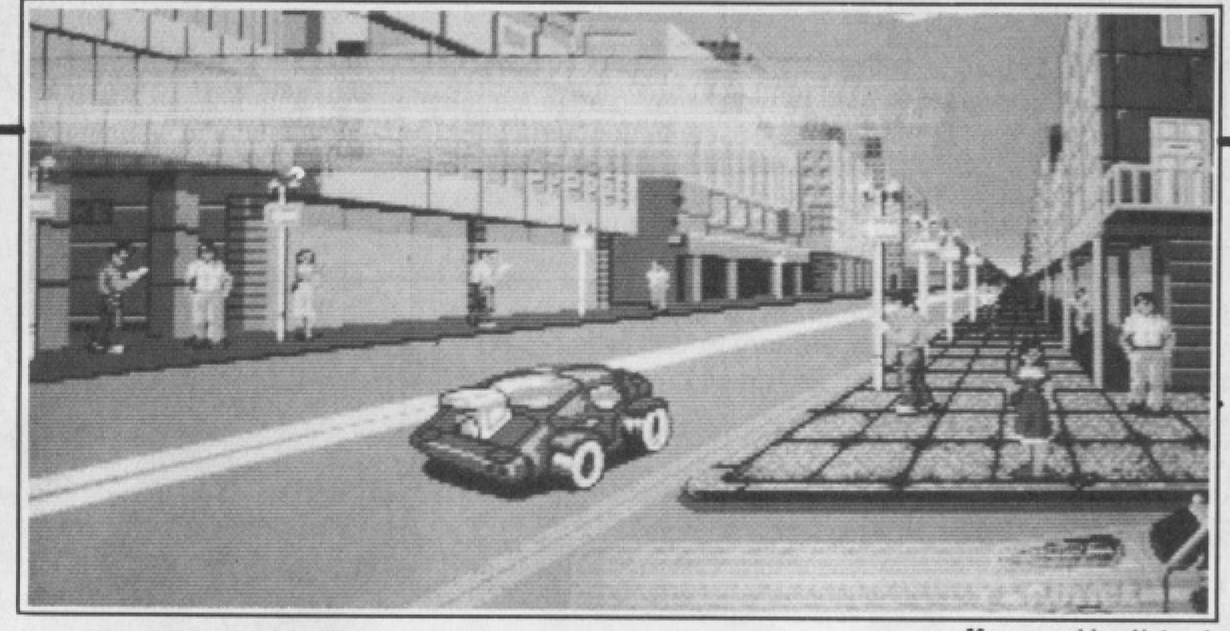


Watch out for the wolves.

Pow means peace

SILMARILS
PRICE: £24.99

SOUND:	59%
GRAPHICS:	84%
PLAYABILITY:	78%
LASTABILITY:	77%
OVERALL:	77%





Mean machine Hot rod.

HOT ROD

Fast cars . . . four players.



A choice of machines.

Converted from an unassuming coin-op and owing a large amount to Atari's *Superspring, Hot Rod* combines the best in fast cars, hot upgrades and four players.

Control of the cars is simple. Hitting fire floors the accelerator and left and right rotates the cars in the appropriate direction. It's this simplicity that makes *Hot Rod* playable, so there aren't any really impossible turns.

The tracks are uncomplicated and easy to follow, though you need to keep your wits about you. Surprise junctions tend to throw unwary drivers into the path of trains or oncoming traffic, though the computer never seems to make any mistakes.

Dotted along the track are bonus icons which give you an extra hundred points and fuel pods. It doesn't matter what position you finish in as long as you don't run out of fuel. However your tanks will be topped up even further for finishing first.

So that the slow pokes aren't left behind, the computer moves anyone in danger of being outscrolled by the screen into first or second place, at the forfeit of twenty fuel points.

If either you or your mates have a dongle (remember, the two-way joystick adapter that plugs into the serial port and was nearly popular two years ago?), it works with this game, or the keyboard can be used for players three and four.

The arcade original was pretty simplistic and, as might be expected, the conversion is accurate. Sadly, the arcade machine wasn't much cop, and that also comes across in the conversion. The graphics and sound are mildly cheering, but the gameplay is thin and watery. Even with four people it palls after a short while.

Hot Rod is an accurate but dated conversion, which lacks playability.

Mark Patterson

Nearly blood on the train tracks.

HOT ROD
Price: £24.99

GRAPHICS	**68%**
SOUND	**62%**
PLAYABILITY	**66%**
LASTABILITY	**61%**
OVERALL	**63%**

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KNIGHTS OF THE CRYSTALLION

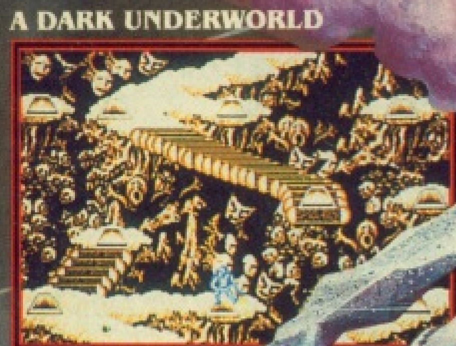
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A DARK UNDERWORLD



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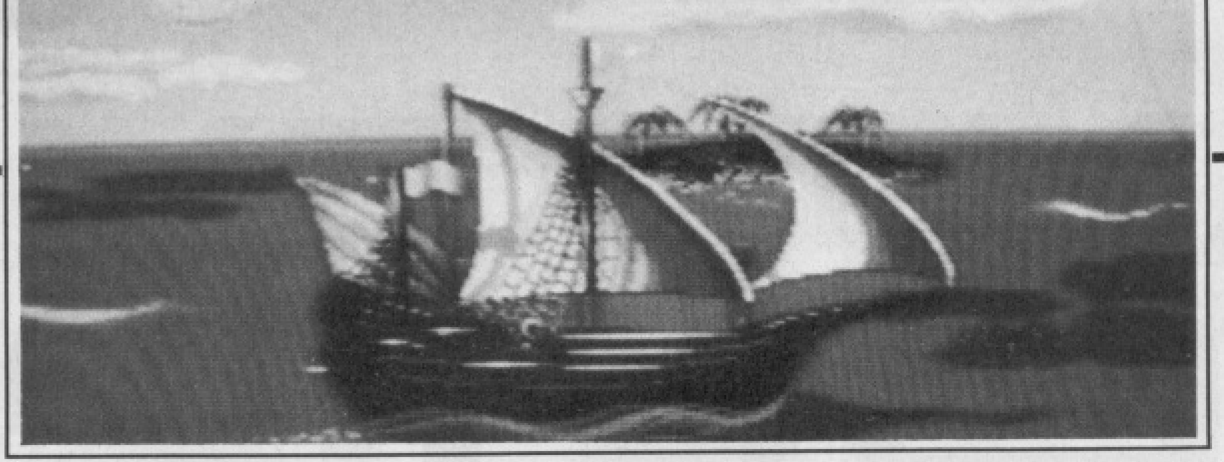
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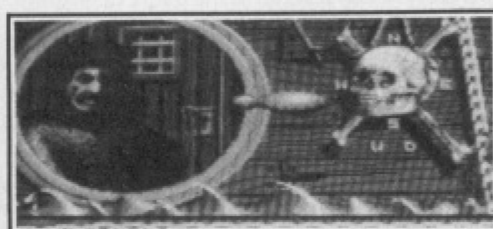
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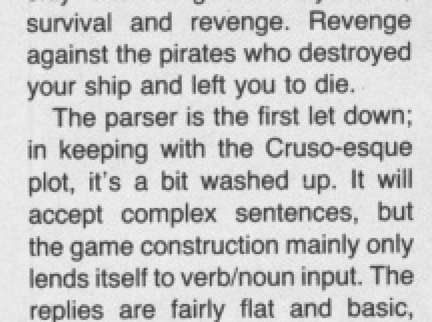


All seems calm . . .

ISLAND OF LOST HOPE

Yo ho, it's pirates.





Washed up on a deserted island, with nothing more than the rags you're standing in, only two things drive you on, survival and revenge. Revenge against the pirates who destroyed your ship and left you to die.

The parser is the first let down; in keeping with the Cruso-esque plot, it's a bit washed up. It will accept complex sentences, but the game construction mainly only lends itself to verb/noun input. The replies are fairly flat and basic, and they're devoid of any personality.

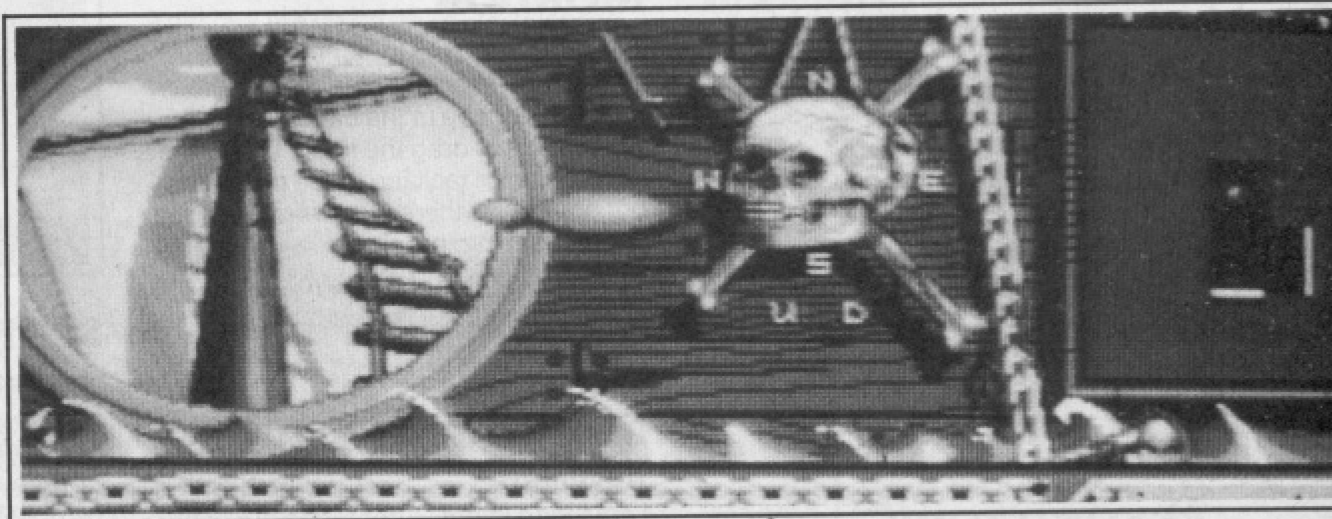
Another distraction is the black on blue text which appears occasionally. No matter how the colour, contrast, and brightness controls are varied, it is almost impossible to read on a TV screen. If you use a TV as opposed to a monitor, and are considering buying this game, make sure your dealer demonstrates it, and decide whether you can live comfortably with this problem.

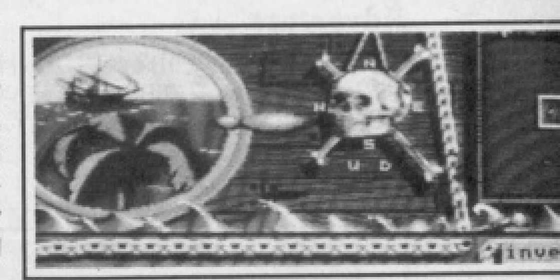
The screen is laid out with graphics area, on-screen map, direction icons, inventory icons, and a text window. The graphics area is a circular porthole, occupying considerably less than one quarter of the screen. This does give a cameo-like picture, but its tiny size does mean a fast response.

The move from 8-bit to 16-bit machines led to adventures becoming not ony technically sophisticated in presentation, but to lengthier stories of far greater complexity. Unfortunately, here is a game that, for all its sound effects, animation, and icon facilities, plays very much like a pretty mundane 8-bit adventure dressed up in 16-bit clothes.

Keith Campbell

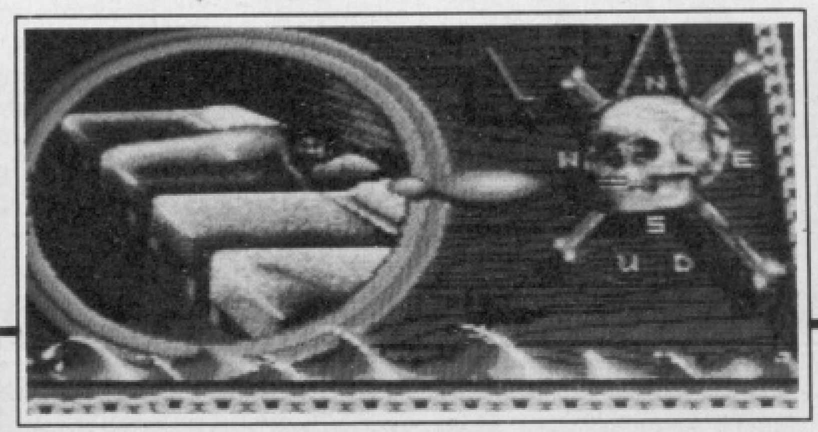
Up the mizzen mast.





Bounty bars in sight.

Victims, prepare to die.



Digital Concepts

GRAPHICS:	**62%**
PLAYABILITY:	**45%**
LASTABILITY:	**69%**
OVERALL:	**61%**

FANTASY ZONE

Venture forth into Fantasy Zone, CU's new invaluable guide to adventure, role-playing, strategy and war games, plus sci fi and fantasy literature. The answers to all your problems are here. . .

INPUT

DEADLINE

Adventure

I want to pin the murder of Dunbaris on Baxter in this Infocom whodunnit. But because the timing is so difficult I can't get any further. Can anybody give me precise help?
Michael Walsh,
Victoria,
Australia.

BARD'S TALE 2

RPG

What should I say to the Magic Mouth at the Death Snare in level five of Dargoth's Tower? I am lost for words. Also what is the word to pass by level three of the Dark Domain?
Robert Campanella,
Poredeone,
Italy.

BEYOND ZORK

Adventure

I am having problems with my battle with a stallion. To win I think I need the helmet but where on earth is it?
William Hern,
Aberdeen.

ZAK MCKRACKEN

Adventure

I am trying to get the crystal shard from a statue in Mexico. And where on Mars can he get a key to open the door to the pyramid, using Melissa or Leslie?
Lachlan Barr,
Walkerville,
South Australia.

SHADOWS OF MORDOR

Adventure

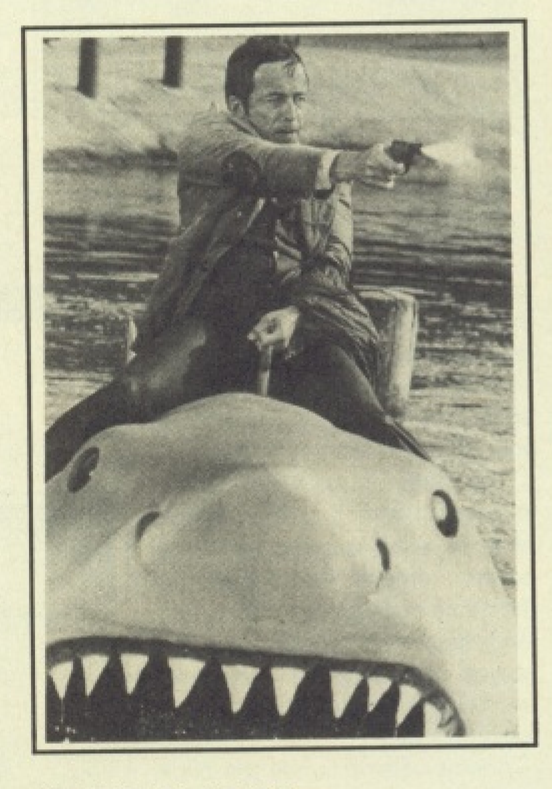
What is the exact command to make the phial light up in the caves? And the commands to drag the logs? I have the right ideas for tackling these problems, but am lost for the actual words needed to put them into practice.
Richard Bewin,
Bradford

MANIAC MANSION

Adventure

I am trying to get Nurse Edna out of her bedroom, but always end up in the dungeon. Who can help drag her in the right direction? And where can I find an envelope to mail a demo tape in?
P. Tompkins,
Harrow,
Middx.





STARCROSS

Adventure

Please give Asif Hassan my thanks for his recent help. But could you ask him how you can get the blue rod and still be able to get to the control bubble?
Michael Walsh,
Victoria,
Australia.

OUTPUT

BARD'S TALE 1

RPG

In the castle, say STONE GOLEM to the mouth. In Mangar's Tower, say the words one at a time. But be sure you have the correct words! There's a red herring hanging around somewhere in those parts. This help is for John Van Der Woulwerk and Peter Gawthorpe.
Steve Tierney,
Hemel Hempstead,
Herts.

To wake Kazdek and negotiate Oscon's Fortress. Wake him by saying

"Kazdek". To get through the fortress get the item off him and the master key.
Peter Wiedlin,
Manchester

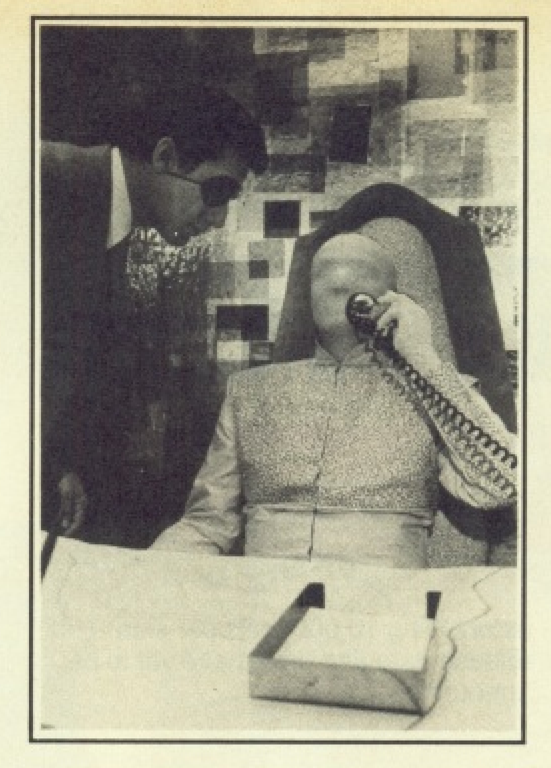
RIGEL'S REVENGE
Adventure
To pass the android, first examine it and then examine its head. Shake the can and spray the appropriate component.

MANIAC MANSION
Adventure
Give the green tentacle a bowl of wax fruit and fruit drinks. Get help to pull the gargoyle whilst you change characters, to open a handle-less door.

THE PAWN
Adventure
Beat the adventurer to the key, or kill him first. The key opens two doors, but only one of them! And give up trying to push that wheelbarrow!

LEISURE SUIT LARRY LOOKING FOR LOVE
Adventure
Show the lottery ticket to the receptionist at the TV studio. Take passport, sunscreen, and swimsuit on a big boat — and get yer hair cut! Use a wig and sunscreen, and have a dip, on a small boat.

KING'S QUEST IV
RPG
To ride the unicorn you must first befriend it, and then bridle it. To do this, shoot it with cupid's arrow. Then take a swim from inside the whale to find the bridle. To escape from the whale, climb diagonally up its tongue from the left. When Rosella kneels, keep going straight up, and tickle its tongue with a feather.



CASTLE OF TERROR
Adventure
Two items are needed to enter the castle — a locking pin to prevent the portcullis from taking your head off — and a key. Use the hay cart axle for the locking pin. Get the key from the old man in the inn. Buy him a drink on request.
Julian J. Rudek.

BEYOND ZORK
Adventure
To move the onion, roll it! To pass the Xmas tree monsters, put the butterfly in the hurdy gurdy and reverse it, to make it a caterpillar.

POLICE QUEST II
Adventure
At Cotton Cove, talk to the girl. Draw your gun, and shoot Bains when you find him.

POLICE QUEST
Adventure
Trouble getting started? Drive until you are directed by radio to area B2. It's a start.

Andy Phang,
Western Australia.

SHADOWGATE
Adventure
To cross the lava open the book and use it to operate the statue. To pass the gargoyles, use Illuminaris.

BATTLETECH
RPG
On the seventh training session Kuritans invade the city. Don't fight them — run into the ruins of the city. Head for the exit at the south end of the eastern wall. Once there you're hit free.

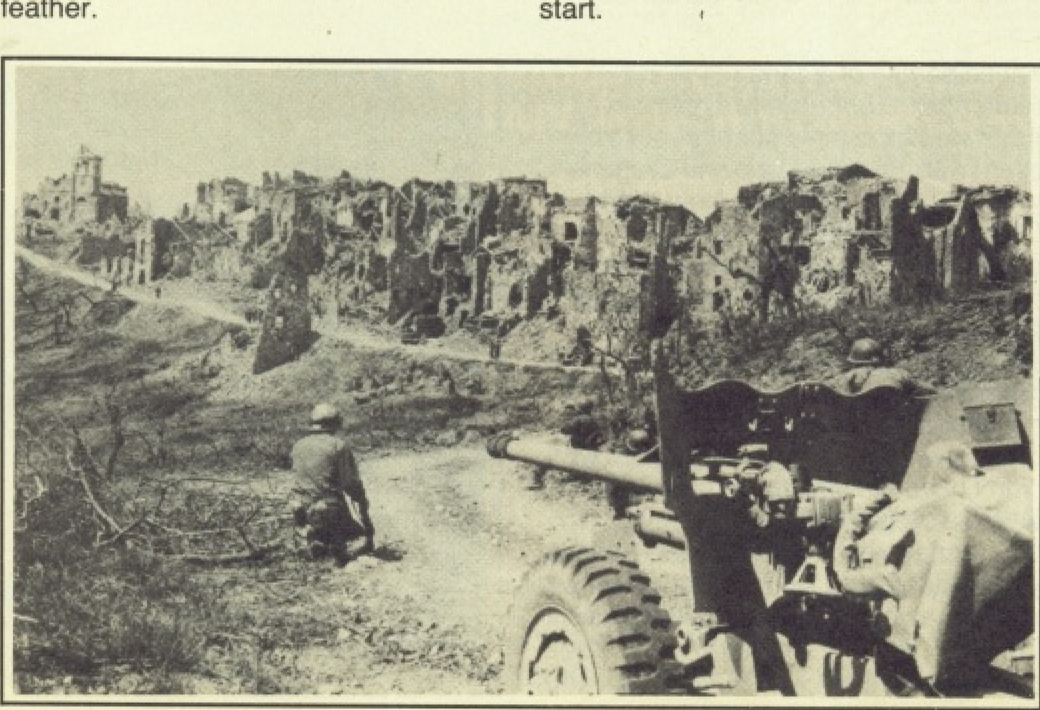
DEJA VU
Adventure
To enter Brody's office shoot at the window.

NORTH AND SOUTH
Wargame
Concentrate on controlling the eastern seaboard of the States. One of the central zones is supplied by ship every other turn. It is useful to control.

WATERLOO
Wargame
Play the game with an eye on history. Following the correct sequence of battles is a useful strategy. You'll find them in the manual.

AMARDA
Wargame
When taking charge of the English fleet try and assemble your fleet into a defensive battle formation.

CONFLICT EUROPE
Wargame
Refrain from using nuclear weapons. The consequences are too terrifying. Careful use of gas can achieve results.



HOW TO ENTER THE FANTASY ZONE

So you think you're forever trapped in the game you're playing? Give other readers the chance to prove you wrong! Prickly problems and snappy solutions are welcome here! Write to Fantasy Zone, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, and I'll get back to you as soon as I can. To make things easier please mark envelopes and postcards Input (Questions or Answers).

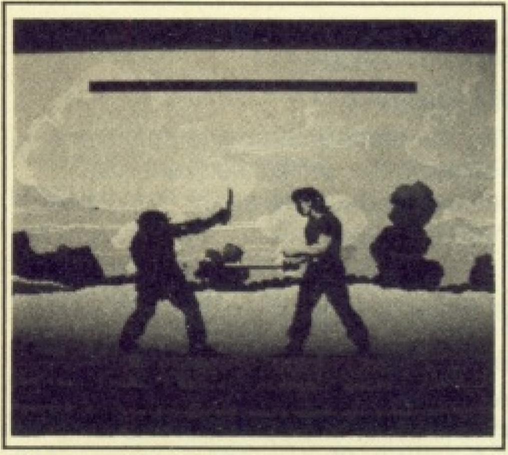
FANTASY ZONE NEWS

RIDERS OF ROHAN

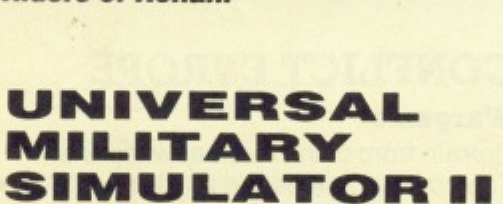
RPG

Where would the world of fantasy be without J.R.R. Tolkein? Some would argue it would be in a lot better shape for a start. For good or bad, Tolkein's influence is everywhere.

And now we have *Riders of Rohan*, from Imageworks, based on part of the *"Lord of The Rings"* trilogy. It's a strategy/wargame with arcade sections. It's designed by Australian-based Beam Software and programmed in the US by Spinnaker Software.



Riders of Rohan.



UNIVERSAL MILITARY SIMULATOR II

WAR GAME

Universal Military Simulator was a surprise smash in the 16-bit charts. It was not only the thing avid wargamers had been crying out for but also a real treat for the power mad players set on world domination.

Now *Universal Military Simulator II* is being prepared for release on the Rainbird label. The follow-up is again programmed by Intergalactic Development, led by Ezra Sidran.

The battles and campaigns are taken from the Roman Empire, Napoleonic Wars or World War Two. Or, of course, you can create your own unique worlds and armed forces.

The original *UMS* could cope with 60 units per side. *UMS II* can handle an astonishing 16,000 units per side. The release date and price have yet to be announced.

WONDER LAND

ADVENTURE

Magnetic Scrolls has a very impressive track record — *The Pawn, Guild of Thieves, Fish* etc. And the word from the herd is that *Wonderland*, set in the magical world created by Lewis Carroll in "Alice's Adventures in Wonderland", will top the lot. Time will tell.

You take the part of Alice who dreams her dreams in *Wonderland*, meeting its crazy inhabitants — including The Mad Hatter and The March Hare at their tea party and the giant caterpillar on his mushroom smoking his hookah. Locked doors, hidden keys, puzzles, potions and conundrums are what to expect — plus the usual stunning Scrolls' graphics.

Wonderland is the first game to be released by Magnetic Scrolls since it teamed up with Virgin Mastertronic.

TUNNELS AND TROLLS

RPG

Those people of a certain age may remember "*Tunnels and Trolls*". In its day it was extremely popular, possibly even rivalling "*Dungeons and Dragons*". Well, US software house New World Computing is now working on a computer version of the game, due to be released here by US Gold towards the end of the year.

"*Tunnels and Trolls*" holds the honour of being what could be described as the first solo role-playing book. It was just the job for gamers who didn't have the time to set up or take part in a proper campaign. Designed by an American outfit called Flying Buffalo, it was based on a swords and sorcery world, magic and muscle. If featured a few nasty traps, a smattering of puzzles and problems, but was mostly hack and slay where players fought everything they could.

It will be interesting to see what the computer version turns out like.

Meanwhile, US Gold will be releasing *Might and Magic II*; the tongue-in-cheek *Nuclear War*, based on a card game; and *King's Bounty*, a quest to retrieve a stolen Spectre of Order.

CHAMPIONS OF KRYNN

RPG

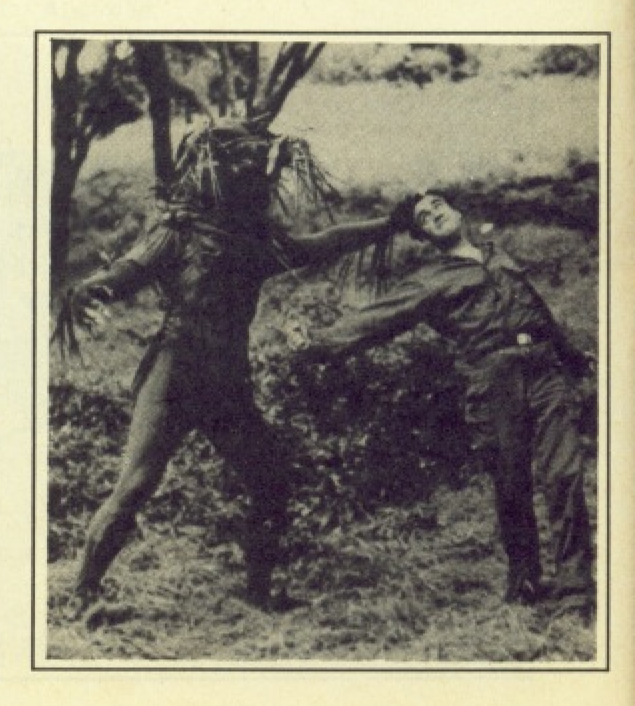
The *Advanced Dungeons and Dragons* saga takes another twist with the release of *Champions of Krynn*, set in the World of Krynn featured in the hugely successful *"Dragonlance"* fantasy novels.

And in some sense the hugely successful *AD&D* story comes full circle. The *"Dragonlance"* books — originally written by Tracy Hickman and Margaret Weiss — were based on plots from TSR's role-playing game. The books became — and still are — a success in their own right. Now the books have been plundered for a computer game. If you can sell something once, why not sell it twice or maybe three times.

The player must guide his party of six characters — including Tanis, Caramon and Tasselhoff — to defeat a plot to establish Queen Takhisis as undisputed ruler of Krynn.

Game characters include two types of mage, seven types of clerics, five species of Draconians and five varieties of dragons in addition to the races and characters classes found in the previous *AD&D* games *Pools of Radiance* and *Curse of the Azure Bonds*.

The Amiga version of *Champions of Krynn*, programmed by SSI's Norm Kogel, the brains behind *Stellar Crusade*, is available from US Gold, price £29.99.



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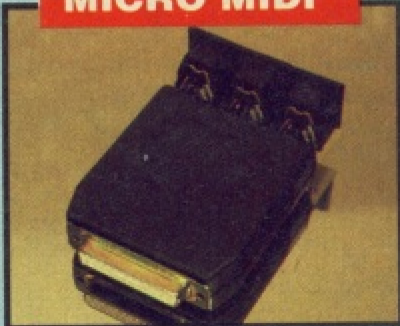


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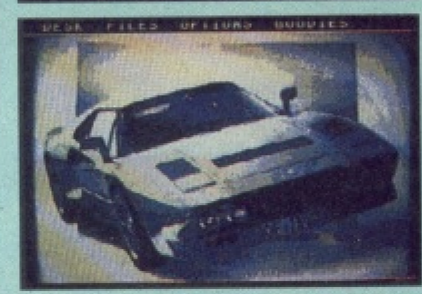


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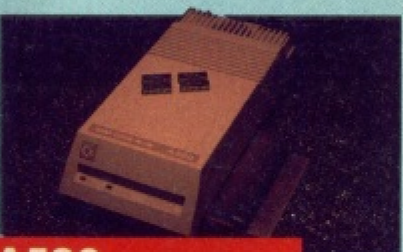
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FANTASY ZONE NEWS

LOOM

ADVENTURE

Every so often a game comes along which promises to be amazing. Right now the word is out about *Loom* from LucasFilm Games and available in this country from US Gold.

Apparently this fantasy adventure "dispenses entirely with text commands and menus, and instead relies upon icons and music."

Loom is set in the mythical Age of Great Guilds where shepherds, blacksmiths and glassmakers rule the world. The hero is Bobbin, a young member of the guild of Weavers, who finds himself caught up in a battle between good and evil. A not unfamiliar game idea, you'll agree. But never mind.

The game opens with Bobbin Threadbare alone in the Weaver village. The Elders have disappeared. He finds something called a distaff, a magic wand which resembles a walking stock. This wand — represented under the graphics window — is divided into eight segments, each relating to a musical note. The distaff detects and weaves magic spells. With this Bobbin sets out to rescue the Elders.

Brian Moriarty is the creator of *Loom* who, at Infocom, was responsible for *Wishbringer* and *Beyond Zork*, promises a "fresh fantasy environment".

He says: "I, for one, am tired with dealing with orcs, trolls and glowing rings of power. I wanted to create a world which didn't rely on stereotypes. The problem with avoiding stereotypes is that you have to offer a substitute for the rich literary context which they inhabit. You might have to ask players to read a novella before they turn on the computer."

And that's where *Loom*'s 30 minute scene-setting drama/music cassette comes in.

Amiga owners will have to wait until July to find out for themselves where the hype ends and ground-breaking game begins.

SCI FI

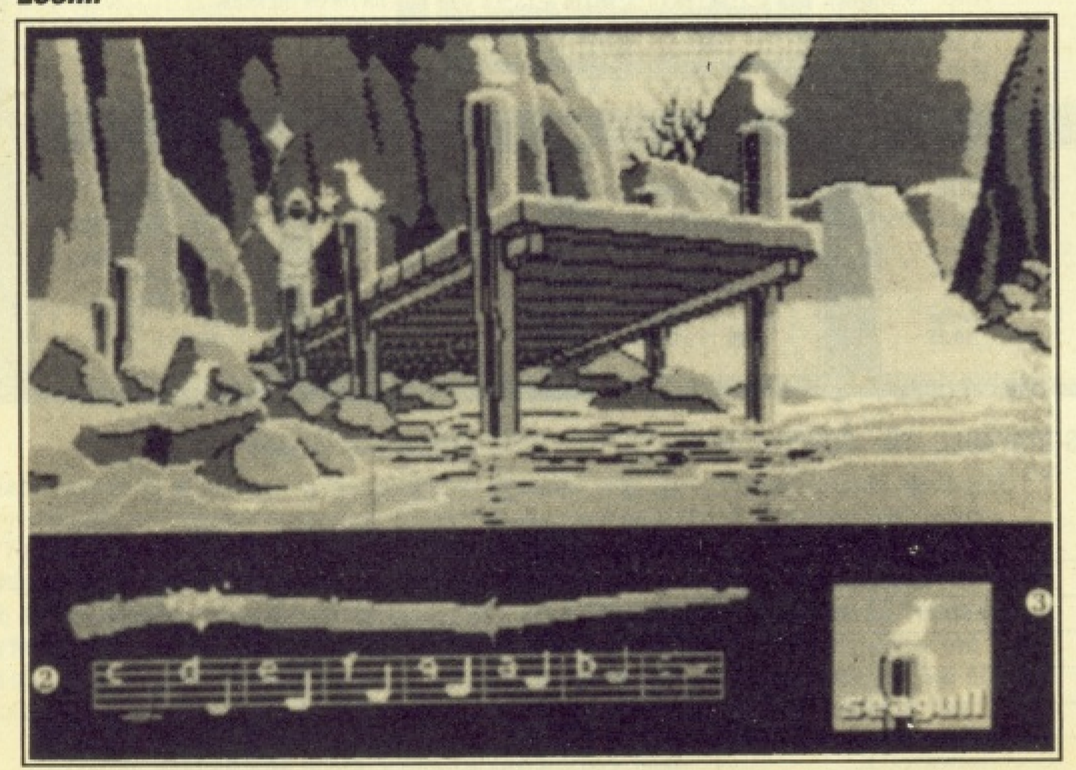
SCI FI

Finally, if you are a player of fantasy games you probably read fantasy/ science fiction books. So what's new on the shelves?

"Run to the Stars" by Michael Scott Rohan (Futura £32.50) was actually first published seven years ago but this reissue is well-worth catching. A policeman faces trumped up charges of treason and involvement in murder is forced to stowaway on a spaceship embarking on a 22 year voyage.

The Final Planet by Andrew M. Greeley (Legend £3.50) is the story of Celtic pilgrims in search of a new planet in which to found a new church. A good read.

Loom.





TEAM YANKEE

WAR GAME

Harold Coyle's million-selling book "Team Yankee" provides the inspiration for Empire's 3D tank simulation game of the same name. The novel follows the adventures of Team Commander Sean Bannon in the first few days of World War Three. Apparently the scenario is based on the chilling ideas put forward in "The Third World War" by General Sir John Hackett.

It's being programmed by Oxford Digital, the team behind that other book-based submarine simulation game, Tom Clancy's "Hunt for Red October", and follows the action of six major tank battles from the book. They can be played simultneously, individually or in practice mode.

The computer game will have three basic screens showing either an overhead map of the conflict, a 3D simulation of the battle and a status screen.

Players will be able to summon air and infantry support and use weapons such as laser-ranging sights, smoke and camouflage.

The game will be packaged with a full specification of the M-1 tank, identification of Russian tanks and battle plan maps.

Meanwhile, the American games company, Game Designers Workshop, has released a boardgame version of "Team Yankee".

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HELPLINE



ENQUIRIES

BARBARIAN

I could use some help to defeat Drax, he keeps wasting me with his fire balls.

Richard Gleaves (R1)

TINTIN

Could someone please help me with the first stage of *Tintin On The Moon.* I would like to be able to get to the second stage inside the rocket.

Ryan Oakley (R2)

XENON II

Is there anyone out there who can help me? I have recently purchased the megahit game *Xenon II* and it's really difficult. I can't get level three. Has anyone got a poke for infinite lives because I'm dying from sheer frustration.

Kashif Haque (R3)

WASTELAND

Does anybody know where I can find Max? I've walloped almost everything in the sewers and I'm none the wiser for where he is.

Steven Burke (R4)

SHINOBI

Has anybody got a poke or cheat for this game, I'm completely useless and keep getting killed.

Robert Fry (R5)

CONQUEROR

I could really do with a poke for this! How about infinite lives or a super tough tank poke?

Fred Harris (R6)

GHOSTBUSTERS II

Please could somebody tell me a cheat made for *Ghostbusters II.* I need something to help on level two when you are inside the statue of liberty.

Ben Wood (R7)

TYPHOON THOMPSON

Ok, so I can't control the hover board, and keep getting killed. Could someone supply me with a poke for infinite lives or to level skip as I can only occasionally get off the first level.

John Phillipson (R8)

PIPEMANIA

Does anybody have some codes for the later level of this game. I would like them for level nine and above.

Tom Thoress (R9)

RVF

I would really like a poke or a cheat that would turbo charge my bike in RVF. Anything will do. It'll be a good laugh tearing up the track with a customised bike.

Joe Perry (R10)

RESPONSES

STRIDER (P4)

You have to destroy the box that fires the laser by dodging the beam and hitting the box until all the bars in the centre have disappeared.

Simon Law

OP THUNDERBOLT (P14)

You have to gain a score of 50,000 or over then enter "WIGAN NINJA" for infinite energy.

Simon Law

GHOULS AND GHOSTS (P9)

On the title screen type "KAREN BROADHURST" for infinite lives.

Steven Gane

WEIRD DREAMS (Q2)

In the hall of mirrors, stand halfway through one then tap out SOS in morse code on the Help key (dot-dot-dot, dash-dash-dash, dot-dot-dot).

Paul Phillips

UNTOUCHABLES (Q7)

On the title screen type "SOUTHAMTONGAZETTE" with no spaces and the bottom of the screen should flash. Then use F10 to skip a level.

Paul Phillips

LEATHERNECK + UNTOUCHABLES (Q3)

In *Leatherneck* type "CUTHBERTNECK" during the game to become immortal. With *Silkworm* either hold down help and start the game by pressing fire or type "SCRAP 29" on the control option screen for infinite lives.

Paul Phillips

On the title screen type "FLUFFYKIWIS" then use help to advance a level.

Paul Phillips

How to use the Helpline

It's easy. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response or mark it 'Enquiry' if you need some help. Post your letters to: Play To Win Helpline, CU, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. If you are making an enquiry include a few lines explaining why you need a poke, cheat, help etc.
If you are replying to any of these enquiries don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry please put each one on a *separate* sheet of paper. If you send in a response but have an enquiry too include them on separate sheets. That way we can file everything in neat alphabetical files.

POKES



TEENAGE MUTANT NINJA TURTLES

I have found a poke for this totally super brill beat 'em up game Teenage Mutant Ninja Turtles.

What you have to do is put your finger on whoever you want to be and keep pressing it fast, then put your money in (keep on pressing button). Now when you start you will have 6 lines instead of 1.

Dawinder Ghag

SUPER CARS

I have discovered a cheat for the game "Super Cars". Just load up the game and when your name is asked, you enter: "Rich". Guess what, you now are rich. 500,000 to spend on cars. Wow, that's the life.

S. v. Gimst

SPACE HARRIER II

First type in the program and when finished save it to disk for future use. Run the program, take the current disk out of drive 0 and insert the Space Harrier II disk in drive 0. Now cancel both of the request boxes. Press return and the game will boot.

```
10 REM — Cracked by Andy Grifo, Space Harrier II VO.1 —
15 REM — Supports Kick Start 1.2 and 1.3 —
20 checksum = 0 : total = 1354117&
30 START = 458752& : FINISH = 458959& : GOSUB 50
40 crack = START : GOTO 90
50 FOR n = START TO FINISH STEP 2
60 READ a$ : a = VAL ("&h"+a$)
70 checksum = checksum + a
80 POKEW n,a : NEXT n : RETURN
90 PRINT "Your CheckSum = ; checksum
100 IF checksum <> total THEN PRINT "Data Error.":END
110 PRINT "INSERT Space Harrier II in drive 0 NOW!!"
120 PRINT "Then Cancel Both of the request boxes"
130 PRINT "Infinite Lives will be at your disposal"
140 INPUT "Press Return for a SYSTEM-TAKEOVER", grifo
150 CALL crack
160 DATA 6000, 0030, 412e, 4772, 6966, 6f20, 3c48, 696c
170 DATA 6c20, 546f, 7020, 5264, 2c20, 5761, 6c6b, 6465
180 DATA 6e20, 576f, 7273, 6c65, 7920, 4d32, 3820, 3551
190 DATA 473e, 41fa, 009e, 303c, 0070, 4218, 51c8, fffc
200 DATA 2c78, 0004, 93c9, 4eae, feda, 43fa, 00d6, 2340
210 DATA 0010, 4eae, fe9e, 43fa, 007a, 7000, 7200, 41fa
220 DATA 0060, 4eae, fe44, 43fa, 006a, 49fa, 00b6, 234c
230 DATA 000e, 337c, 0002, 001c, 237c, 0003, 0000, 0028
240 DATA 237c, 0000, 0400, 0024, 42a9, 002c, 2c78, 0004
250 DATA 4eae, fe38, 41fa, 0010, 43f9, 0003, 0118, 2288
260 DATA 4ef9, 0003, 000c, 41fa, fbf0, 43f8, 120a, 2288
270 DATA 4ef8, 0400, 4eb8, 10e6, 21fc, 6010, 47ca, 4e75
280 DATA 7472, 6163, 6b64, 6973, 6b2e, 6465, 7669, 6365
```

Andy Grifo

SPACE HARRIER

To enable you to get unlimited lives in this game there is an in-built cheat mode.

To activate the cheat mode you must enter the letters RAF into the high score table, but it will only work if your score is the second to last in the table. After entering RAF start the game and you will find that you have got unlimited lives.

David Slack

OPERATION WOLF

Method

1. Reset your Amiga and load AMIGA BASIC.
2. Type in the program listed below.
3. Save the listing for future use.
4. Run the program.
5. When you are asked to, insert your Operation Wolf disk 1 in DFO: and then reset your computer. The game will now load and you will find that you have 20 magazines and 20 grenades.

Listing

```
10  REM ★★★ OPERATION WOLF CHEAT (C) DAVID SLACK ★★★
20  CHEK 0
30  CHEAT = 520192&
40  FOR N= CHEAT TO 520314& STEP 2
50  READ A$
60  A=VAL ("&h"+A$)
70  CHECK=CHECK+A
80  POKEW N, A
90  NEXT N
100  IF CHECK <>573736& THEN PRINT "ERROR IN DATA":END
110  CALL CHEAT
120  PRINT: PRINT "PLEASE INSERT OPERATION WOLF DISK 1 IN DFO:"
130  PRINT:PRINT "NOW RESET YOUR AMIGA AND OPERATION WOLF"
140  PRINT: PRINT "WILL NOW LOAD WITH THE CHEAT OPERATING."
150  END
160  DATA 41FA, 001E, 227C, 0007, FF50, 303C, 0019, 22D8
170  DATA 51C8, FFFC, 23FC, 0007, FF50, 0000, 0068, 4E75
180  DATA 48E7, C006, 4BFA, 0022, 2D4D, 002E, 4BEE, 0022
190  DATA 7016, D25D, 51C8, FFFC, 4641, 3D41, 0052, 4CDF
200  DATA 6003, 4E73, 4E71, 4E71, 48E7, 0006, 2C79, 0000
210  DATA 0004, 42AE, 002E, 4BFA, 000E, 23CD, 0000, 0068
220  DATA 4CDF, 6000, 4E75, 33FC, 0014, 0003, 6F58, 33FC
230  DATA 0014, 0003, 6F56, 4EF9, 00FC, 0CA6
```

GARFIELD

General Hints and Tips

1) Never attempt to go to the sewers without the torch.

2) To get lots of points do any of the following: a) Go to the pizza party (a building without a sign on it). Waggle your joystick left and right to eat pizzas. When you get splattered by a pie you'll fall down a hole to the sewers. If you've eaten a lot, you'll see a pizza monster!
b) Take the golf ball from the shed to the golfcourse (the scene before the busty lady picture). Kick it to try for a hole-in-one. If you miss you'll find the ball near — yawn — the busty lady.
c) Jump on the settee and kick it. You'll then see it's ripped.

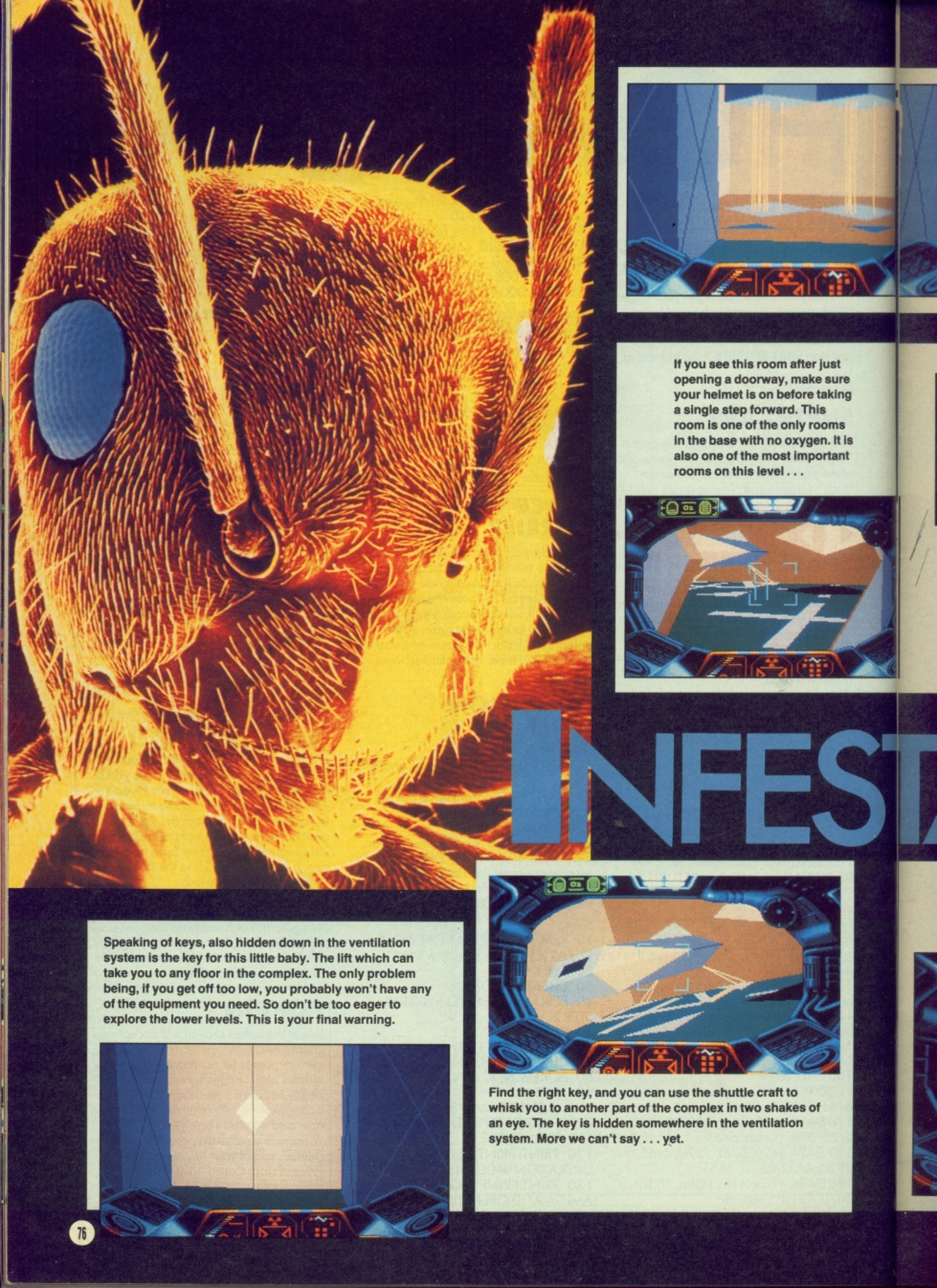
3) Pick up the aniseed balls for invincibility (as long as you carry them).

4) If Odie picks up the aniseed balls he'll not pinch any of your items.

POKE IN

We at the pokes section will accept any cheats, hacks, listings or maps for any *current* games (ie not more than three months old). Listings should be written neatly or typed and cheats should be accompanied with a full explanation on how and where to enter them.

There is a software prize for all items printed, so get your hacks sent to: CU, Pokes, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.



If you see this room after just opening a doorway, make sure your helmet is on before taking a single step forward. This room is one of the only rooms in the base with no oxygen. It is also one of the most important rooms on this level . . .

Speaking of keys, also hidden down in the ventilation system is the key for this little baby. The lift which can take you to any floor in the complex. The only problem being, if you get off too low, you probably won't have any of the equipment you need. So don't be too eager to explore the lower levels. This is your final warning.

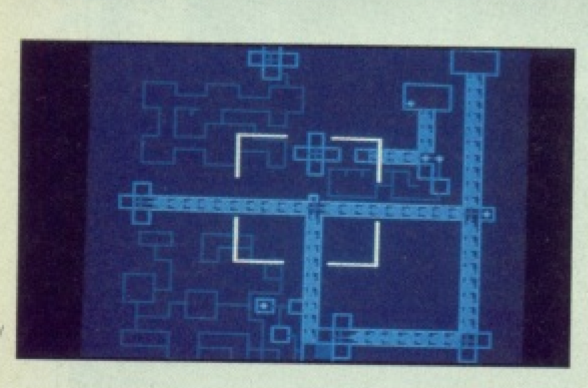
Find the right key, and you can use the shuttle craft to whisk you to another part of the complex in two shakes of an eye. The key is hidden somewhere in the ventilation system. More we can't say . . . yet.

PLAY TO WIN

Even though it looks a little dangerous, don't worry. All it is is just a simple harmless transporter room. These make mapping a little hard, so you'll have to keep your wits about you. Each transporter only carries you between two places, so if you end up somewhere you don't like, you can just step back in and come home.



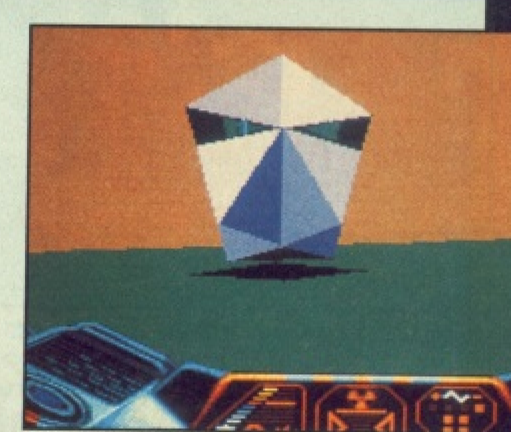
On the surface of the planet, you'll meet lots of little robots like this one. Be careful, they can kill you very easily. The easiest thing to do would be just shoot at it to stop it, but remember, firing your gun soaks up battery power. Why not just use your jetpack to fly your up and out of danger?



Making a map, and yes we know you've heard this before, is of the utmost importance in this game, and the easiest way of making an accurate map, is to use the blueprint located on the computer in the corner.

This grille leads into the long and complex ventilation system, which in a lot of cases, is the only way to reach some of the hidden alien eggs. To open the grille, you need the screwdriver . . .

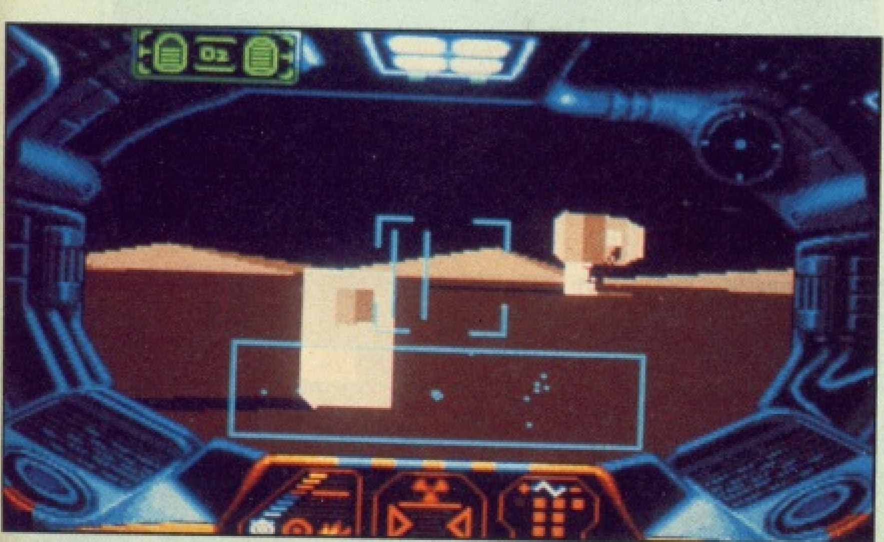


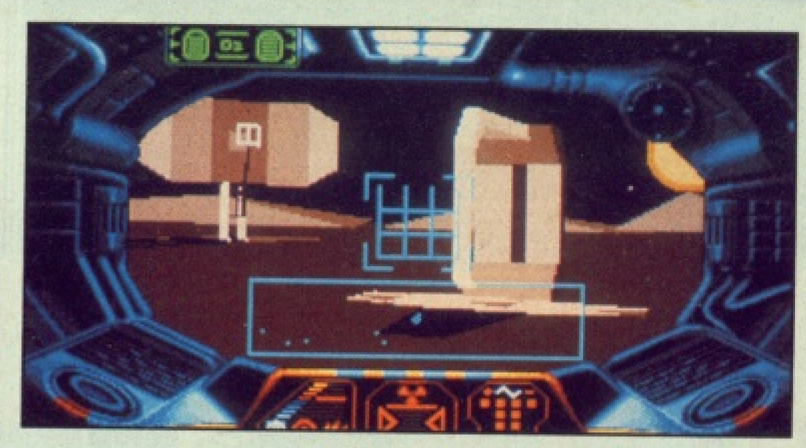


. . . which is located here. Don't worry about the big guy, he won't harm you as long as you don't touch him. Just stick to the edges of the room and you'll be OK.

STATION

The main problem facing you to begin with is that you have a very short supply of oxygen and battery power, so you have to get below ground as quickly as possible. To do this, you have to find the computer to activate the transporter . . .





. . . and then find the transporter. To use the transporter, walk along the flashing arrows.

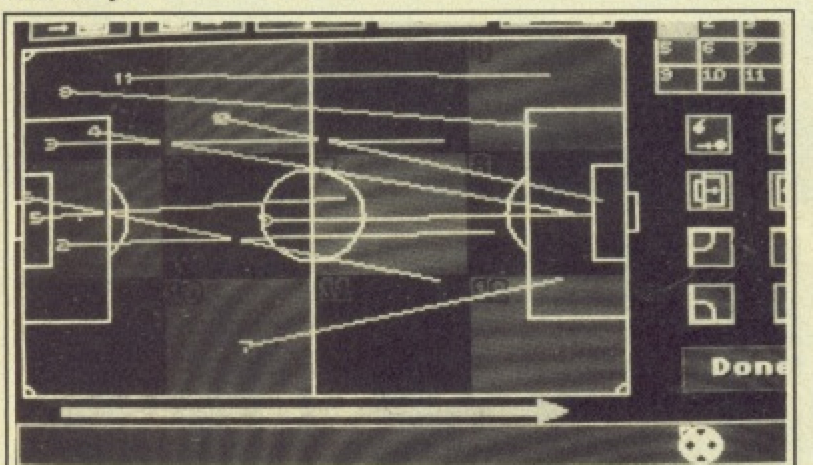
As time is of the essence on the first level, the faster you find the items, the better. To locate the computer, go straight ahead from the starting position and you'll come across the transporter. From the transporter, turn right to about 50 degrees and then keep moving forward. Simple!



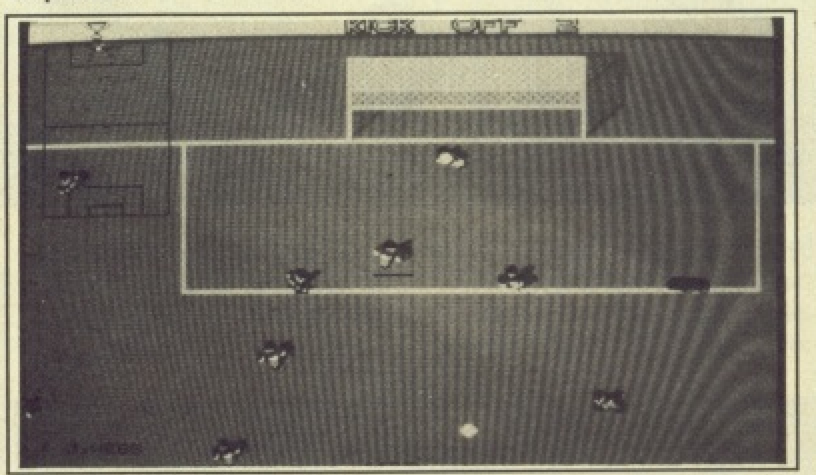
Doing the pas-de-deux is not a useful tactic.

The road to Wembley's never an easy one. Tony Dillon, swaps his sweaty bikers jacket for an Armani tracksuit and trainers, puts the boot in and offers some tips and advice on how to succeed at being a Player Manager.

Use the tactic designer as much as possible, and examine your opponents tactics carefully. After all, there isn't much point in both teams playing defensively.



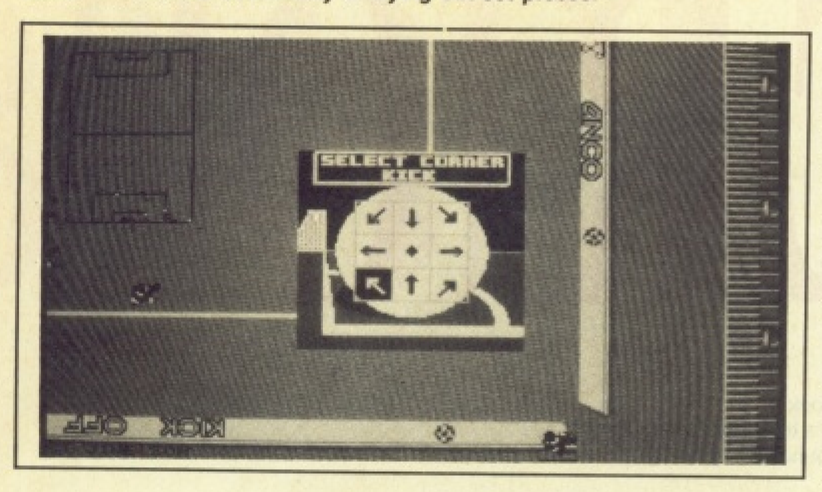
If you are a good Kick Off player, use the team, if you aren't then let the computer play for you. There really isn't anything to be gained by playing a set position.



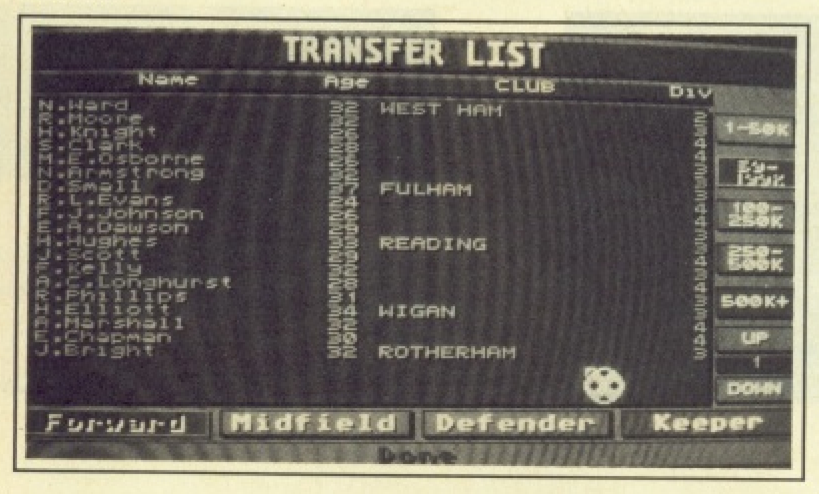
PLAY TO WIN

PLAYER

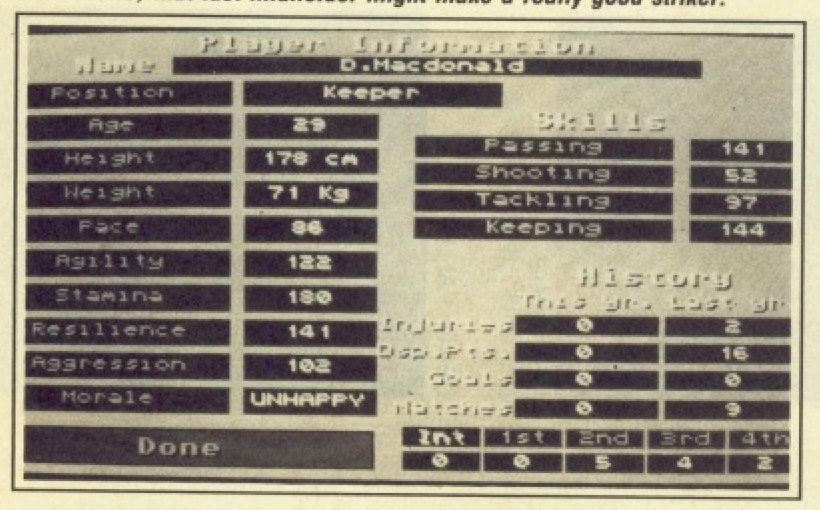
Corner kicks are a useful way of trying out set pieces.



It may be very tempting to go for the higher ranked, more expensive players, but just think of the wealth of cheap, untapped talent that could be out there.



His morale is low, which could affect his playing drastically. If you think a player is suffering personal problems, then leave him off the squad for a week or two to give him time to settle his problems. Another thing that could be getting him down is that he isn't playing to the best of his abilities. Who knows, that fast midfielder might make a really good striker.



PLAY TO WIN

The first and most important thing you have to do is get yourself a good team; so right from the word go, sell all your bad players. Don't buy anyone unsigned. The way to get yourself an amazing team is to buy stacks of young players. Quite a lot of them have outstanding hidden abilities — and they're cheap.

One thing you will find very early on in the game is that inexperienced players usually can't keep their personal problems away from the game, and this spoils their performance. So it's down to you to cheer them up, and the easiest way to do it is to give them a bit of breathing space by not selecting them for a match or two.

Having a better team than your opponents does not guarantee success. It all comes down to how good at *Kick Off* you are. If you're exceptional, then play the matches. However, if you find you lose more than you win, then let the computer play for you. You may find that you win more matches that way anyhow, as the computer can use your players' abilities to a far greater advantage than an inexperienced *KOer*.

That's not to say that the computer automatically lets the better teams win. All forty-three take part.

If and when you reach the first division, things really start to get nasty. Once you get about halfway up the table, the computer teams start using nine previously unused tactics — and that's only the start. From then onward, it's very likely that you will receive a piece of bad news... something along the lines of "your best player has been killed in a car accident" or "half your team receive critical injuries when your coach crashes". Nasty or what?



MANAGER

TOWER OF B

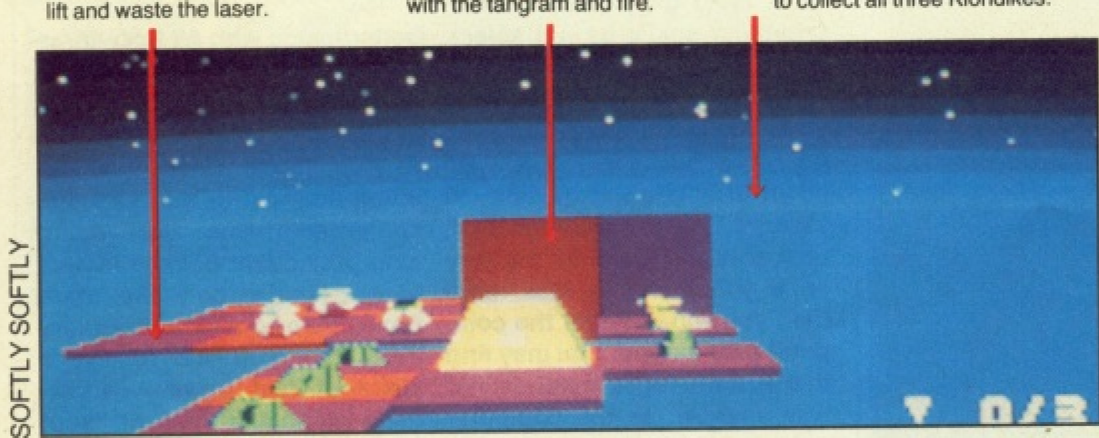
Don't make mountains out of molehills. Most towers are far easier than they first look. Plan out each spiders route in advance. Work through all the problems in order. If a tower looks impossible look at it from a different view point. If that doesn't help just move your spiders around a bit, you might activate something you never noticed.

Bring your Zapper down on this lift and waste the laser.

Use this lift to line the Pusher up with the tangram and fire.

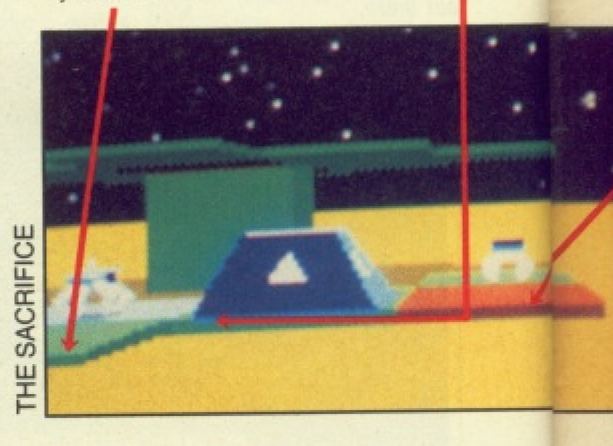
The Grabber should now be able to collect all three Klondikes.

SOFTLY SOFTLY



Move the Zapper here. Then move the Zapper toward the klondike. It's then destroyed by the laser.

THE SACRIFICE

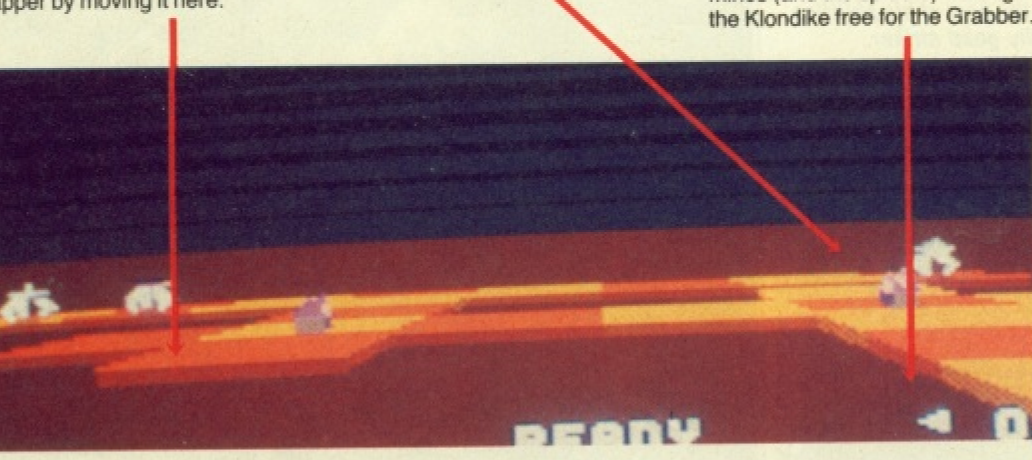


Here you need to sacrifice your Zapper by moving it here.

Then move the Pusher here.

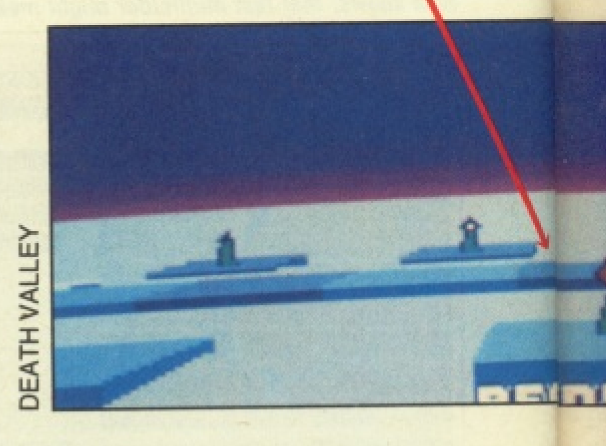
This should take care of both the mines (and the spiders) leaving the Klondike free for the Grabber.

THE MINI MINEFIELD PUZZLE



Move the prism between the lasers, this causes them to self destruct.

DEATH VALLEY

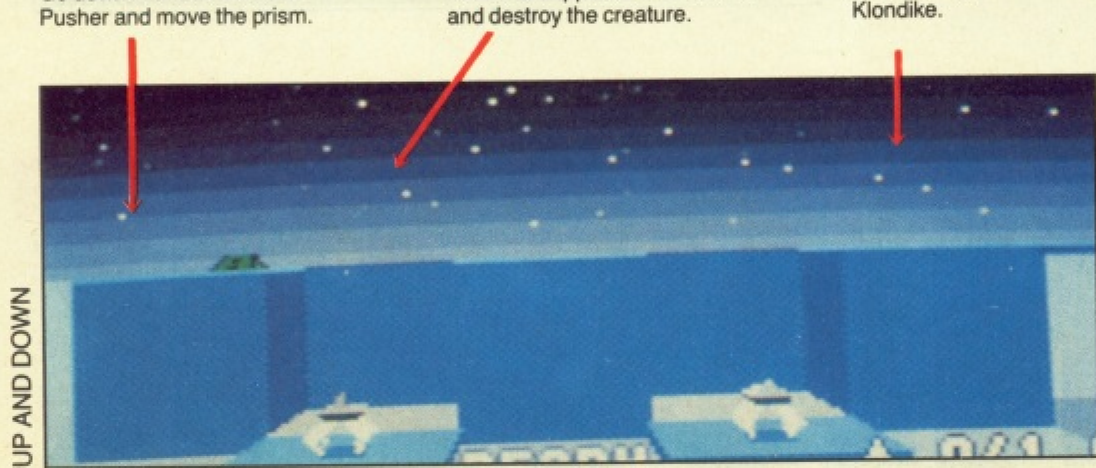


Go down in this lift with the Pusher and move the prism.

Take the Zapper down in this lift and destroy the creature.

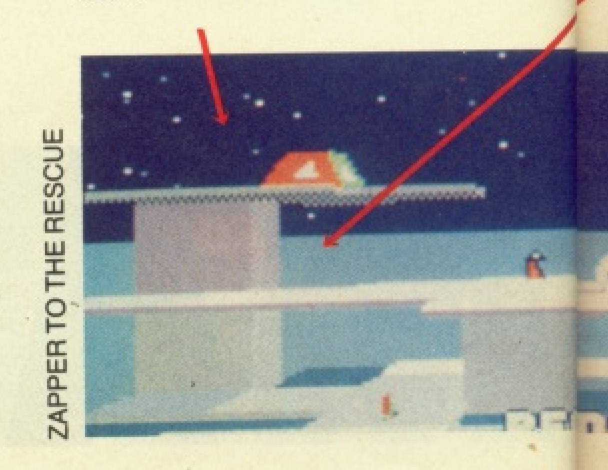
These raised lifts will allow the grabber to get across to the Klondike.

UP AND DOWN



Wait for the worms to move past before taking the lift up to the second level. Then blast the laser.

ZAPPER TO THE RESCUE

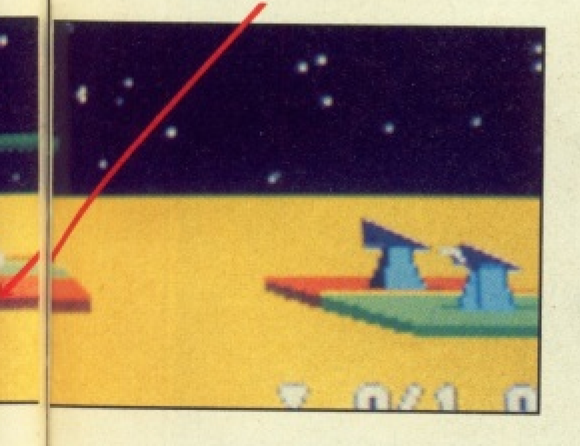


BABEL

It's spiders from Mars time as Mark Patterson zaps, grabs and pen pushes hints.

PLAY TO WIN

The tangram should then move to the end of the platform, letting the Grabber through to get the Klondike.

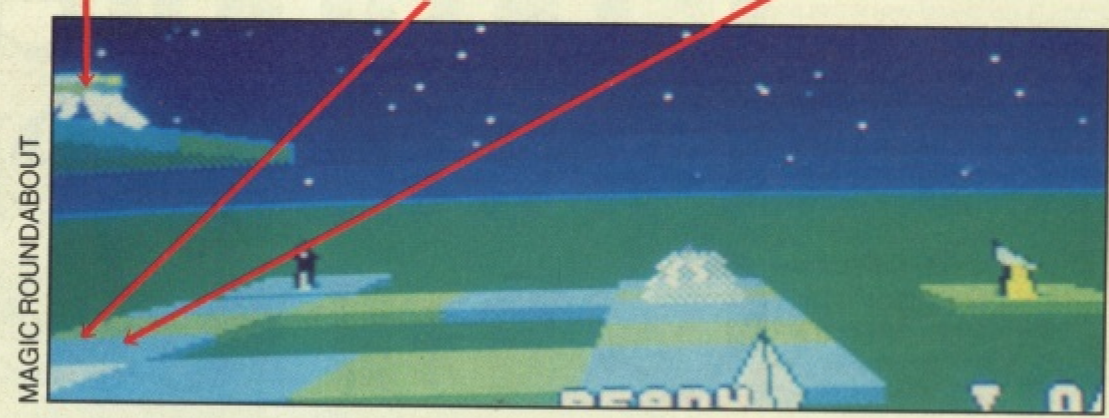


MAGIC ROUNDABOUT

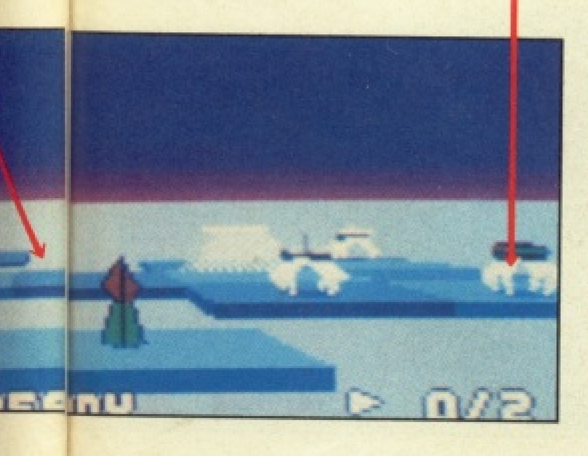
Lower the Grabber on the first lift and leave it there.

Wait for the prism to stop, move the Zapper behind it then move the grabber here.

Move the Zapper onto this lift, take it up and destroy the object.



Freeing the path for your Grabber.



BUT CAMERA'S GIVE THE GAME AWAY

The first objective is to sneak up behind the gun and take it out.

Not a very complicated level just study the layout and work through the possible routes.

Take the pusher up to level three and shove the tangram out of the way.
Bring the pusher back down and take the Grabber up to collect the Klondike.

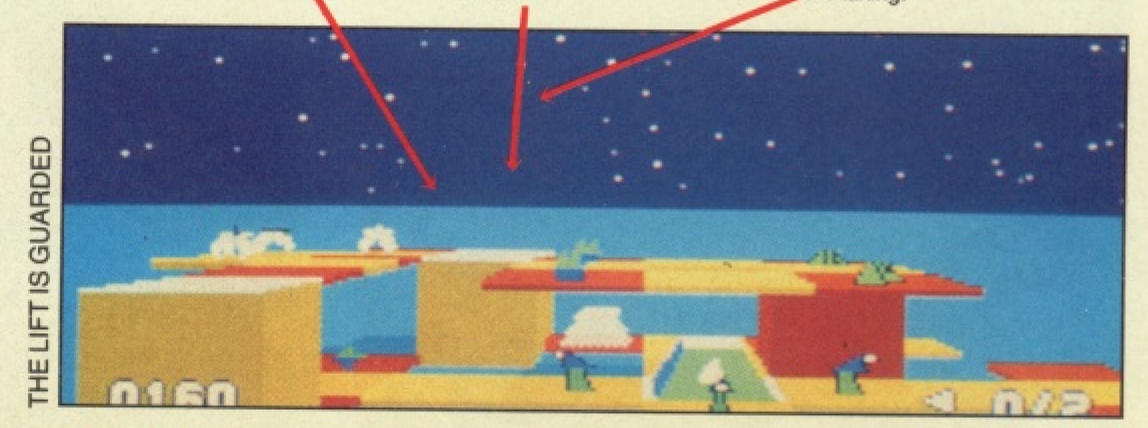


THE LIFT IS GUARDED

Use the pusher to push this block away and then line him up with this block.

Use the zapper to destroy this laser from the side, and then use the pusher to move this block off the lift.

Take the grabber up on this lift, and move it north on the upper level. The klondikes are yours for the taking.



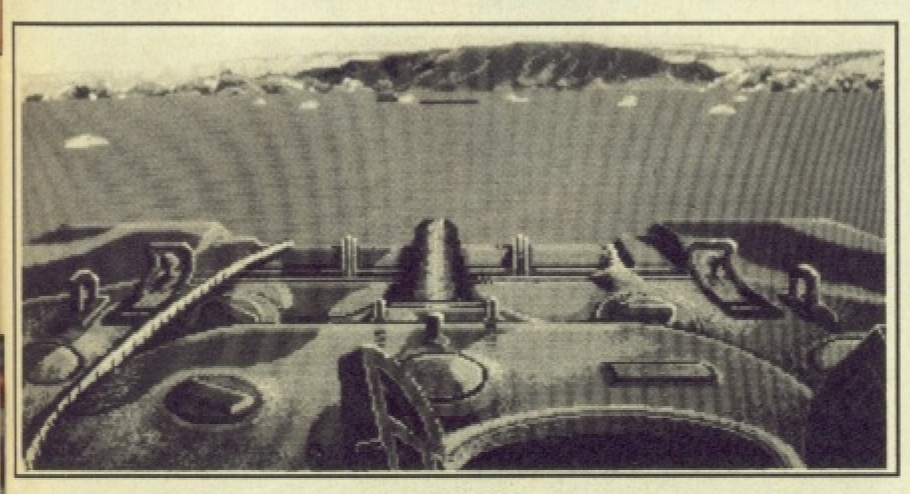
SHERMAN M4

PLAY TO WIN

Tony Dillon checks out some hard-driving heavy metal and lays down a few tracks with Loriciels/US Gold's Sherman M4.

There are a few basic strategies you need to follow. For each mission, you are likely to have one or more objectives. You also have four tanks to use, so use them. It may be a lot of fun to go off on a one-man crusade, but you can also lose a lot of tanks that way. Use the auto-pilot as much as possible, as it seems that you're more likely to win combat when under computer control.

The hangers allow you to refuel and make repairs, but a lot them are owned by the enemy, as shown by the flag. To take over the base — note, this is very important to know if you are going to get anywhere — just bump your tank into the post holding the flag. It will then turn into the familiar stars and stripes and the base will be yours.



They're not stones and they're not a crude form of crazy paving. In fact they're mines. You have quite a lot of leeway to drive straight through the minefield, but if you don't trust your own driving skills, shoot a few well aimed shells and clear the way.



In missions where you have to destroy bases rather than capture them, use the artillery. That saves a lot of time, and it also means you can avoid close encounters with the enemy.

ARCA

SIDESHOW TIME

Arm Champs, Mr Jolt and Shoot Away are real interactive games.

Do coin-ops have to have stereo sound and a TV screen to be fun? Julian Rignall grabs his ten pees and takes a look at the far side of arcade gaming.

When you think of amusement arcades, you tend to think of video games, fruit machines and tenpenny falls. But when you actually start hunting around for alternative coin-operated amusements, it quickly becomes apparent that there's far more on offer than just gambling and joystick-wiggling.

Many alternative coin-ops are based on ideas that are over a hundred years old. Amongst the oldest are the strength testers, which date back to Victorian times, and remain fundamentally unchanged since they first appeared at the end of the last century.

Punching machines are a classic example of this genre — these are still highly popular with gangs of lads "lagered up" on a Sunday afternoon. The principle is mind-numbingly simple — put your money in slot and hit the punch bag as hard as you can. The harder you hit, the better your performance rating. On some machines the ratings range from "wimp" (which means instant loss of respect and much hooting and derision from the rest of the gang) to "superman" (instant respect from "the lads" plus a couple of broken knuckles for hitting the thing so hard). Others are slightly more technically advanced and give a numerical readabout of the force of your punch (which isn't half as fun).

Along similar lines and mechanics are Arm Wrestling and Test Your Grip machines — again, brute force can win you new friends and help influence people. Or not as the case may be.



ADES

In Japan Arm Wrestling machines have been brought bang up to date by Jaleco. Arm Champs looks similar to its ancient ancestors, but features a video monitor on the top of the machine upon which appear the computerised visages of a number of increasingly difficult to beat wrestlers.

If you've got money to burn, you could always have a bash at one of the large range of totally inane "love machines" that lurk in the dusty corners of arcades up and down the country. Again, these are based on very old machines which go back to the turn of the century. On the front is a list or ratings, one of which lights when you put your money in the slot. Many types of these machines exist, but the ones which have by far the highest hilarity factor amongst the easily-amused are the ones which rate your love life and/or sexual prowess. . .

For those who have itchy trigger fingers, there's a range of shooting machines which are based around very simple light gun technology. Simply grab the gun and take pot shots at the targets (spots of light) that



A dicey gamble and the grabber's prize.

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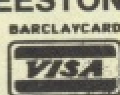
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ARCADES



Almost a modern day coconut shy.



A fist slap and mole squash.

fly across the huge screen about eight feet in front of you. Two of the most popular machines in this category come from Namco. Shoot Away features big plastic shotguns and is a clay pigeon-style game where you have two shots (effectively two barrels) per target. Cosmo Swat, on the other hand, has futuristic rapid-fire machine guns which you use to shoot down very fast erratically-moving targets.

An old arcade favourite are crane grabs, and nearly every big seaside arcade has at least one. The principle is easy: move the crane over a prize — almost always crappily-made cuddly toys — and drop the grabber so it hopefully picks one up and deposits it in the shoot. To a novice this seems almost impossible, but with practice you can win virtually every time (and three bin bags full of soft toys last summer proves my point). If you want to become a grabber master, there are two things to look out for — loose toys (never play a machine if they're packed together — if they are, wait until they're loosened) and a reasonably strong grabber (one go is all you need to suss out whether the crane is acutally strong enough to pick up a toy). Remember that the grabber is activated when its middle is touched — necessary for prizes that are lying flat, so that the arms can get right round it. It takes a bit of practice, but once sussed out, you can clear machines out completely!

In baseball-crazy Japan, one very popular machine lets potential pitchers hone their skills by chucking a baseball at a catcher target. The machine registers the speed at which the ball is thrown — and there's even a highscore showing the fastest throw of the day!!!

So what else is there? Well, there's all sorts of kiddie sit 'n' rides — but if you're reading this, that means you're to old to have a go (unless you want to be beaten up by the arcade owner). Ah yes, I almost forgot — the best, most violent coin-op of all time.

It looks very innocent, but Namco's Sweet Licks series is the sickest machine ever. It's a big yellow plastic thing which has holes in the top of its large, flat playfield, and a giant hammer which you pick up and wield. When you insert your money, little cute moles stick their heads out through the holes and you've got to smash them with the giant hammer before they disappear. The faster you hit them, the quicker they re-appear — and you've simply got to hit as many as possible before the timer runs out! Simple. Addictive. Sick beyond belief! Brilliant!! And it just goes to show that you don't need to rely on a video screen to have a good time.



Integral to the tie-in, the computer game will reproduce the box.


The familiar flick of the finger will be there.

Ever on the ball, Tony Dillon checks out another football simulation. How does it score? Read on . . .

SUBBUTEO

The prospect of a three hour car journey through the Welsh mountains in the middle of the night to see 'another football game', wasn't one that filled me with excitement. But off I went regardless, and I'm glad I did. *Subbuteo* from Goliath Games looks like it's going to be phenomenal.

The tabletop game has been a winner in the stores for the past 25 years or so and you would think the game would have been licensed a long time ago. People did try, but Waddington is very careful about how its product is handled. The company was just waiting for the right people to come along.

Doug Mathews, one of Goliath's directors, says: "It is a game I have always wanted to do. *Subbuteo* is such a popular game, but most kids are more into computers now, so why not put it on to computer?"

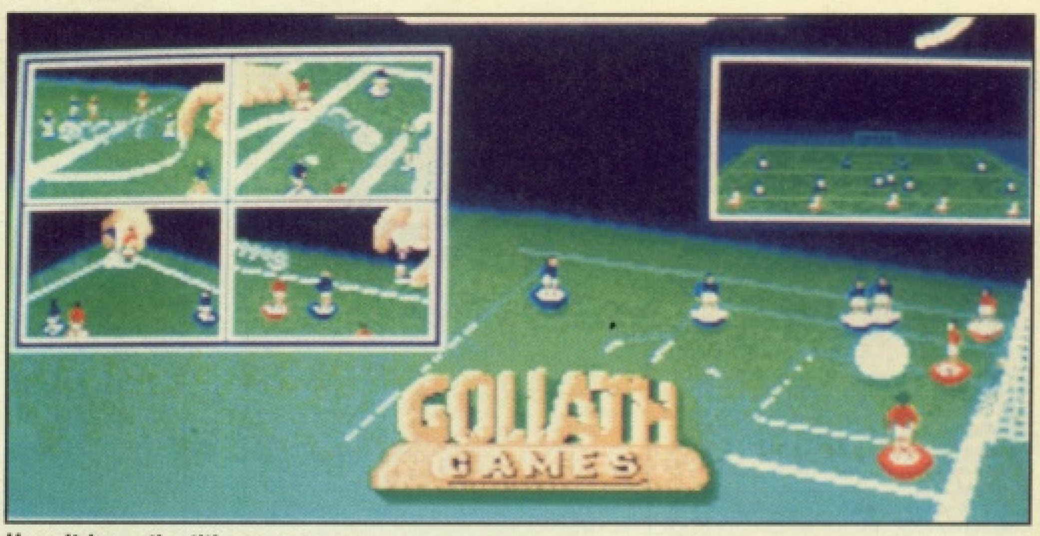
Waddington was very keen about putting *Subbuteo* on to computer, and the competition for the licence was fierce.

"We started a basic design for the game 18 months ago, before *Tracksuit Manager* was released, and we

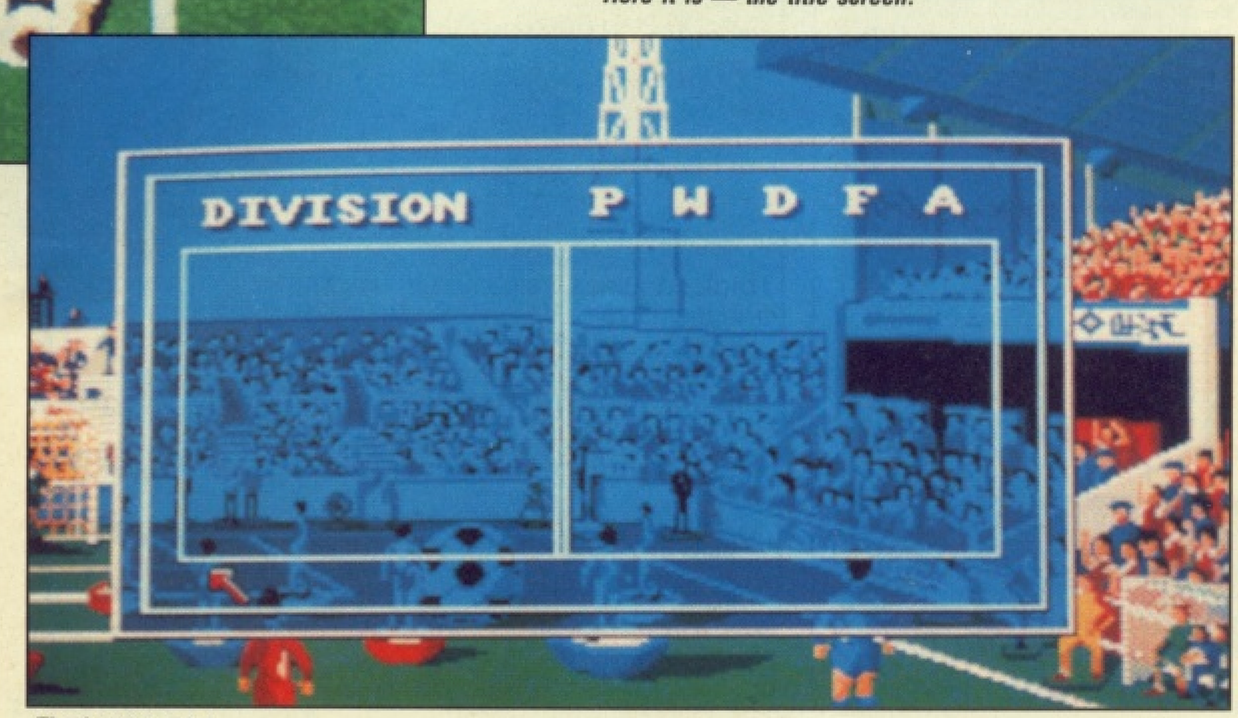
An early shot at the pitch.



There'll be a championship element.



Here it is — the title screen.



The league table.

realised it would be a bit early to ask Waddington for the licence then. When *TSM* hit number one, we began work on some short demos to present to Waddington, and when they saw them, they flipped. It has to be one of the easiest obtained licences in history. The whole process of us showing the demos and getting the licence took less than three days," says Doug.

Judging by the latest of scrolling, still and playable demos, *Subbuteo* looks very impressive, although there is still a lot of work to be done.

It has been designed as a total tie-in, right down to the way the menu screens will be presented. The idea is to have all the screens laid out as *Subbuteo* boxes. New *Subbuteo* add-ons are advertised in the game.

The game will be played 3D Pool-like, only much faster and smoother. The pitch itself is made up of filled vectors and the players are sprite-based. As you can see from the working screens, it looks very detailed. At the moment the update is smooth, but Goliath says it will be even smoother.

A lot of time and effort has gone into discovering the key to *Subbuteo*. The entire team spend a couple of weeks doing nothing but playing the game, following the rules to a T. By the end of the sessions, everybody was an expert on how the game worked.

"What was most important to us was that we did *Subbuteo* on computer. It had to play, look and feel like *Subbuteo*, right down to computer strategies, and I am very confident that we can do it. We are fortunate enough to have Mark Lewis, the English Junior Subbuteo Champion, coming down to help us with strategies. After all, who better to playtest?"

The nice thing about the way *Subbuteo* is being written is the whole team is very much into the game, and being as there is no actual deadline, Goliath has no problems with pressure from corporate bodies. If another three weeks to do it is needed, they'll take another three weeks.

"The essence of our being is quality. Even if we only release two games a year, if both those games are top quality, we're happy," says Doug.

Meanwhile rumour has it that *Subbuteo* will not be released on the Goliath label, but on a new arcade-based label called Mammoth. *Subbuteo* should appear in two months time. Expect a review soon.



And this should be on sale in the summer.

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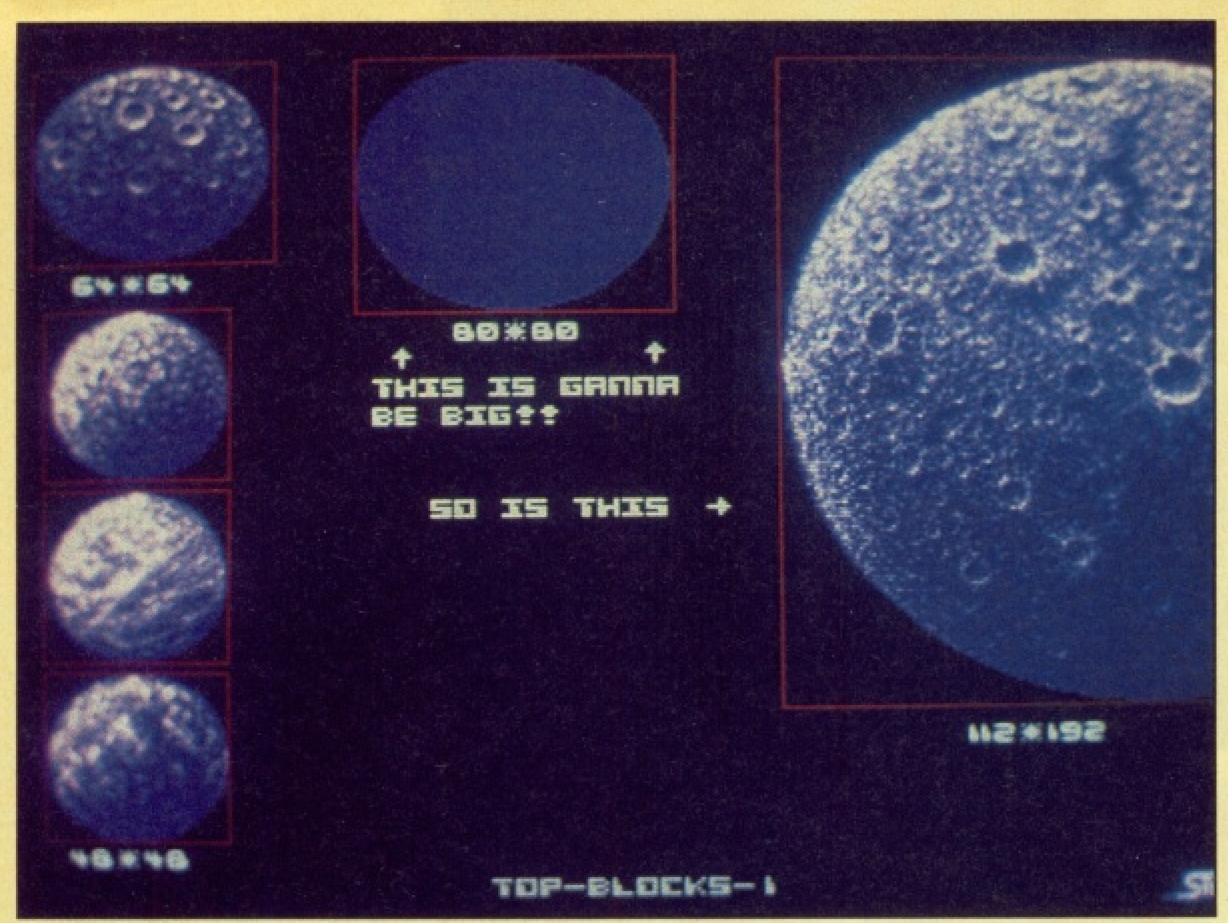
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Graphics by a boy named Stoo.

THE LAST STARSHIP

Tony Dillon battles aliens and sprite editors alike in Impressions' next shoot 'em up.

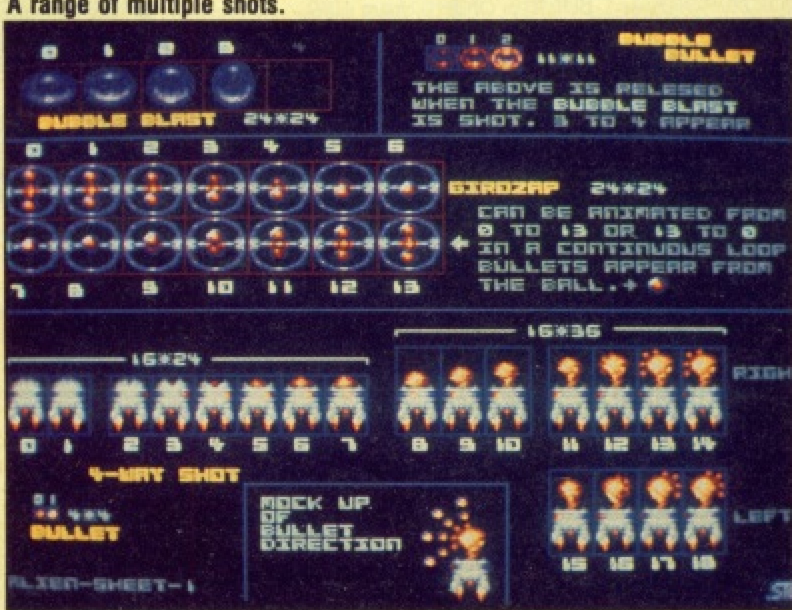
In a genre where we've all said at some time or another "Seen it before", Putney-based Impressions is aiming to enter their title in Roget's Thesaurus as a synonym for progress.

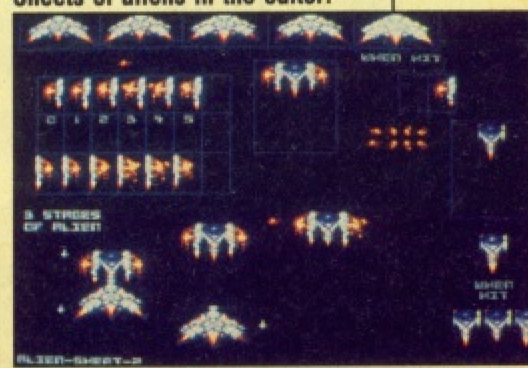
The Last Starship will be, in the words of PR Executive Jim Loftus: "A first-rate original shoot-'em-up. Definitely one step ahead of the rest." Even at this early stage, we feel inclined to agree. The game is already eight months into production, and there is still quite a way to go. Your fleet has been wiped out by the awesome firepower of the Deathwatch Battlefleet. In one player mode, you'll play the only remaining ship from the fleet, with aims of 'getting your own back'. In two player simultaneous mode, you will be aided and abetted by a mercenary ship, just in it for the thrill of the chase.

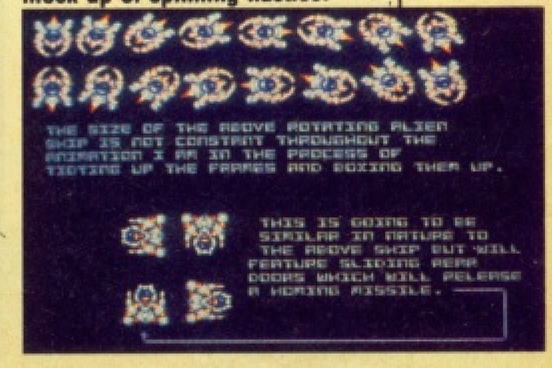
The task of creating an exciting space confrontation has befallen programmer Glenn Williams and graphic artist 'Stoo'. This is the second Impressions product from coder Glenn, not to be confused with Glynn of *Warhead* fame, his first being *Chariots of Wrath*. Stoo, unhappy with his eight month old sprites, recently scrapped them at the drop of a hat and create the digital masterpieces you see here. "Before it looked good," says Loftus. "Now it looks great." How will it look when it's finished, we wonder?

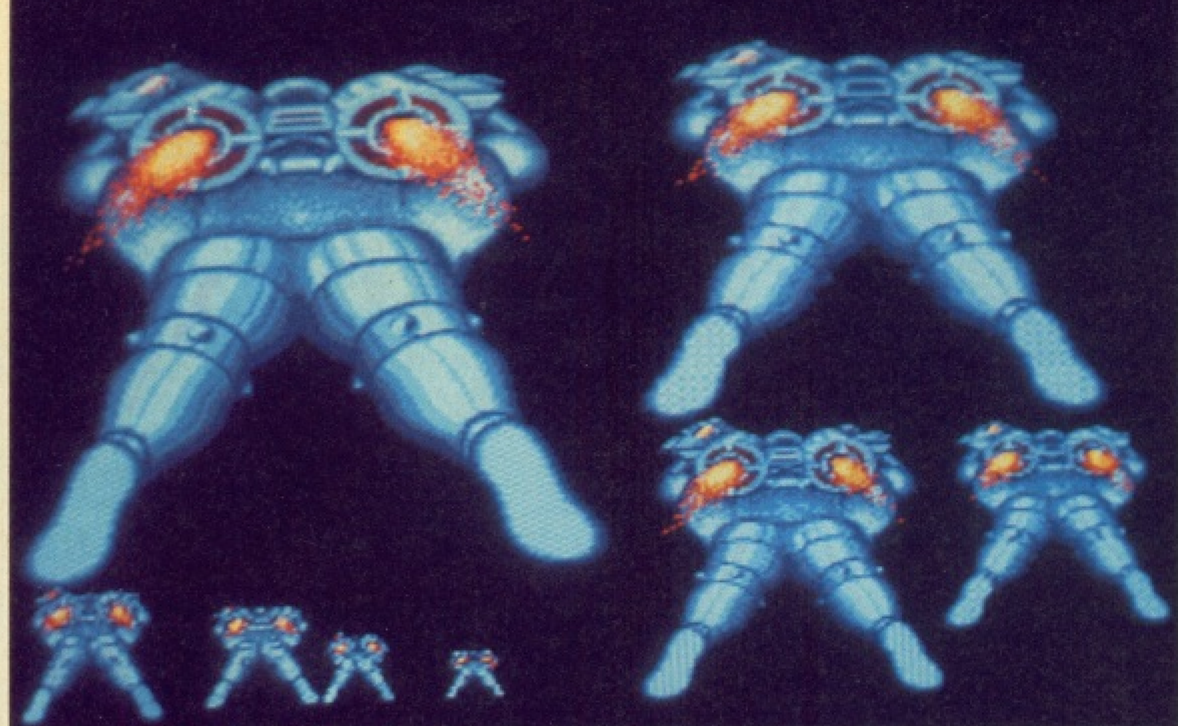
And as with any shoot-'em-up, the look is all important, and the look is something that Impressions are really pushing. "We already have some amazing, smooth parallax scrolling, with some huge backdrop graphics." The first level will have you flying past some massive planets, and the second level pits you against a deadly meteor storm with some gorgeous meteorites and some pretty fancy aliens. It certainly looks like it's going to be a winner.

There's still a month or two's work to be done on *The Last Starship*, so don't hold your breath. "We're sensing this one to be a big hit. On a personal level, I can confidently say that in all my time working in PR, *The Last Starship* is the best product I've ever promoted." We sure hope so. Look for a full review in an upcoming issue.

A range of multiple shots.


Sheets of aliens in the editor.


Mock up of spinning nasties.




The welcoming party.

ROTOX

360° gameplay!

Steve James gets in a spin over Creative Materials' new Rotoscape game technique.

For a computer almost tailored to the aural and visual pyrotechnics of the shoot 'em up, the Amiga, sad to say, is infrequently graced by the finest the genre has to offer. Gameplay rarely has parity with graphics (or vice versa), and — and this is an even bigger gripe — far too often, this month's release smacks of last year's winners. *R-Type* clones abound.

Creative Materials, the programming team behind US Gold's next original shoot 'em up, as their name suggests they should be doing, are hoping to strike a blow for innovation with the forthcoming *Rotox*.

The game will feature a new game technique called Rotoscape, in which the player's environment revolves through 360° while he or she gets down to the time-honoured mechanics of zapping and annihilating all that's not Earth-like.

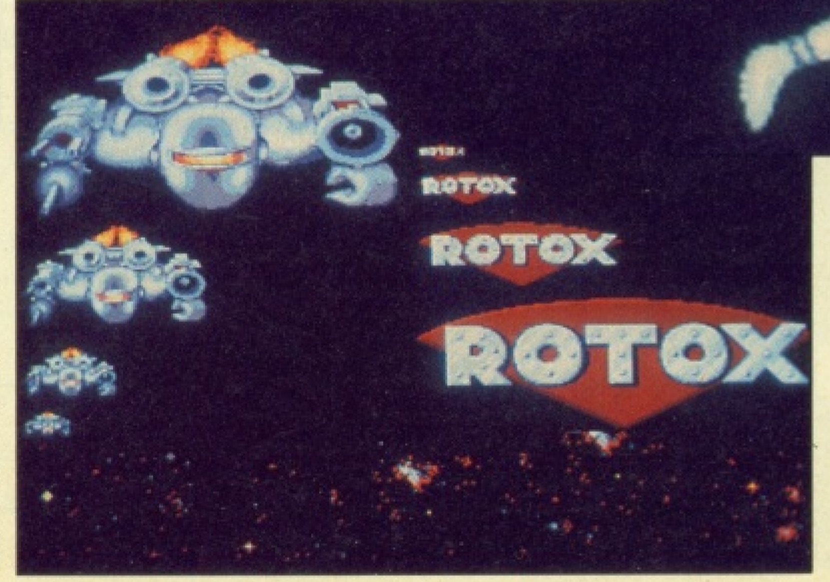
The plot, for what it's worth, will be of the gung-ho-cyborg-blast-the-nasties variety. Fail, and we are told "your soul will wander the galaxy forever". But the ordinariness of the storyline hasn't stopped USG from trumpeting the extraordinariness of the game technique.

"It all started when we visited the Blackpool Coin-op Show in 1988," explained Nick Vincent, Development Manager for Creative Materials (formerly Binary Design). "We were very impressed with a game called Metalhawk, which featured a fully rotating bitmapped screen. The feel of freedom of movement it gave us was tremendous, and on the way back to Manchester we discussed the possibility of doing something similar on home computers."

At the time Binary Design was working on an early 3D game on the PC, so they decided to see what the results would be like if they used coloured polygons as a rotating background with conventional sprites above. From the first crude mock-up they found that they had something of the freedom and playability they were after — and so the *Rotox* project was born.

Once the project was underway, the group split into two teams of programmers — one to write *Rotox*, the other to continue the development of Rotoscape.

On the run.



Rotox — the new game from USG.

USG funded the project and now *Rotox* on the Amiga is nearing release.

"I have never felt happier with anything that we have done," Vincent told us. And presumably the softcos at Brum must be quite chuffed, too. They've already signed Creative Materials to work on another project — this one's called *Operation Harrier*.

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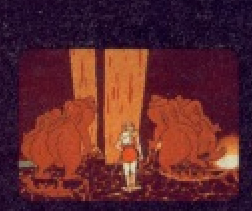
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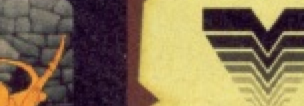


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Cold War 'Ice'

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Told to check out a tiny discrepancy in a bill on the Unix Computer at a Californian university, Cliff Stoll was unaware that within months he would be enmeshed within a nightmarish web involving computer espionage, sabotage, cocaine dealing, and the petrol-soaked corpse of a KGB agent.

Meanwhile in Germany Markus Hess, a self-confessed member of the notorious Chaos Computer Club, was hell-bent on wreaking havoc to US military installations. Codename Sventek, Hess had been instrumental in helping cyber-vandals Chaos to create worldwide viruses, wrecking systems, as well as plundering information and swapping passwords and credit cards. But now Hess and colleague *known only by his Hacker codename* Hagbard wanted payment for their plunder. It was then that they were approached by ex-croupier and cocaine addict Peter Carl, who made the connection across the Berlin Wall and offered Hess and Hagbard thousands German Deutschmarks. In return they sold passwords to Soviet agents, plus hacking techniques, and hard information from Milnet (an electronic highway linking America's military computers).

Hess' approach was text book subterfuge. Connected by sattelite to the Berkeley University computer, he would tap in a stolen password, bypass the academic research papers and avoid charges for international links. Ripping into super user privileges, he'd head for the Milnet and attack air force bases, shipyards and military research centres.

Cliff Stoll discovered that the seventy-five cent anomaly was a by-product of hacking. Stoll would shut out the attacker, but he'd only reappear again. Step by step he continued his investigation until he was shocked to find words such as biological warfare appearing on the monitor. Unsurprisingly, the FBI and CIA started to take an interest.

But as the hackers' confidence and knowledge grew they were unaware that a shrewd, determined West Coast hippy was watching their every move. Stoll laid the perfect computer stake out. Fooling Hess into hacking into a false database of Star Wars information called SDINET, he tipped off the German Bundespost who traced the number of his modem link as he dumped the files that he hoped to sell to the KGB.

Some time later a man in Pittsburgh wrote inquiring about SDINET. His contacts were trailed to East Germany and after a trap was set the hackers were arrested.

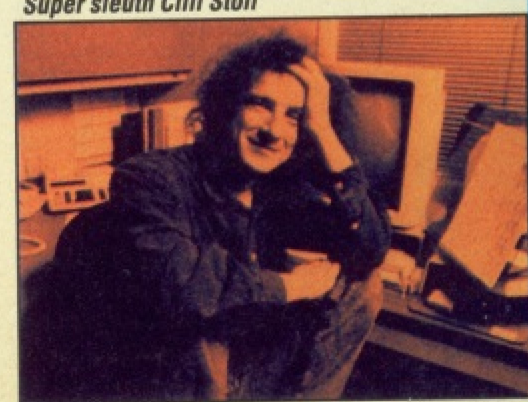
This was the first major conviction for computer espionage. An American had been under surveillance for devising a program designed to force US satellites off trajectory — but the case had been dropped once it had been established that the hacker in question was a high school graduate, and that the program wouldn't work.

Markus Hess, however, now lies in a West German gaol. But for Hagbard there will be no sentence. He was last seen alive on the 29th May 1989. Having spent the money from the KGB to feed his cocaine habit, deep in debt and jobless, he doused his body in petrol and burned himself alive in a lonely forest on the outskirts of Hanover.

And in the meantime, the Pentagon have learned their lesson. "Tiger teams" of crack personnel have been drafted in to check every stage of its online defences — tiger teams made out the williest hackers they could find.

The Cuckoo's Egg, Cliff Stoll's biographical account of electro-sleuthing, is now on sale, price £12.95 from Bodley Head.

Super sleuth Cliff Stoll





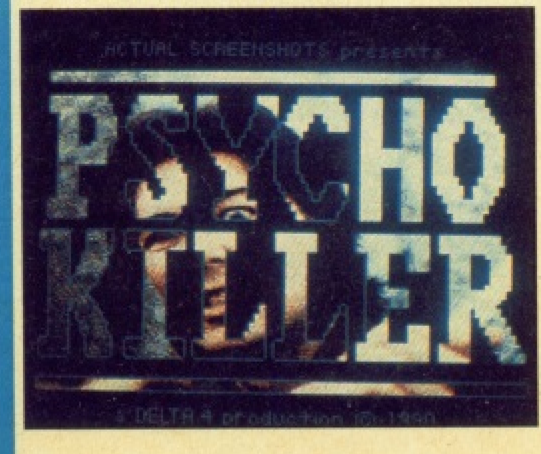
The race is on to finance and develop CD interactive movies. CRL's DUNE will be facing enormous competition from the likes of US giants Cinemaware, who have plans to convert hits including Lords of the Rising Sun onto CDI — and, it's strongly rumoured, onto CD Amiga. ***Turn to page 102 for more details.***

Compact Futures

Hardly a week goes by without a software firm announcing that it's begun CD development. Rik Haynes delves into digital dimensions and discovers that the Amiga could be at the forefront of these new technologies.

DUNE (Developer's Universal Non-Programming Environment) allows anybody with an Amiga and a good idea to write a game. You can use any art, music or word processing package you want to integrate graphics, sound and text into a single 'hyper driven' game. At last, you really are only restricted by your imagination. And the whole process lends itself perfectly to CD-ROM applications. DUNE brings ease of use and flexibility, the CD-ROM supplies vast amounts of data storage.

The title screen from Psycho Killer.



The system only takes about 20 minutes to learn and master. You operate DUNE in a similar fashion to Hypercard on the Apple Macintosh. You build links to screens — known as shots — to create your game world. For instance, you could set a door as a 'button' and click on it to move to another room 'shot', or you could click on a radio 'button' to start playing music. It's very easy to master but a very powerful way to construct gamescapes.

John Chasey, an 18-year-old programmer, took six months to write DUNE. The Amiga version is compatible with all ASCII and IFF file formats. You can use *DeluxePaint III* screens and animations, *Photon Cel* animations, *FutureSound* samples and *SoundTracker* soundtracks. It's compatible with all Amiga graphics modes, and can even animate HAM screens. Future versions will incorporate improved animation, background scrolling and a spreadsheet function for strategy games.

Several DUNE games are soon to be released from CRL. The first, *Herewith the Clues*, is based around a 20-year-old Dennis Wheatley DIY murder mystery game. Other DUNE releases include *Psycho Killer* and *Cult of the Severed Head* from the movie special effects people behind the cult shocker "Hellraiser" and "Nightbreed".

Fergus McNeill, who used the *Quill* adventure creator to produce *The Boggit* and *Robin of Sherlock*, is now using DUNE to produce *Psycho Killer*. The game is a John "Halloween" Carpenter inspired thriller using digitised screens taken from amateur video footage shot with a Camcorder. Michael Hodges, resident DUNE expert at CRL, tells of the difficulties this involved. "One day Fergus went out to the countryside and shot the video footage. Unfortunately, when he returned to the Amiga he found he required more screens, so he had to go back on another day to shoot more video. The trouble is, the lighting conditions were different, so the screens then looked peculiar. He experienced exactly the same

problems as film crews do."

CRL is licensing DUNE to other software publishers. The company also wishes to encourage as many software developers as possible to use DUNE. Anybody with a good idea can contact CRL on 01-533 2918 — ask for Michael Hodges.

By removing the technical programming difficulties in producing a game, CRL hopes to inspire fresh faces such as authors, script writers, musicians, movie people, and anybody with a good idea to create computer games — hopefully injecting new life into the industry.

The Amiga is also due for an injection of new life with the addition of the CD Amiga. This matt black machine could be the stopgap between the standard Amiga and CD-1. With a data storage capacity of 650Mb coupled with CD quality audio, the computer manufacturers may just have a point.

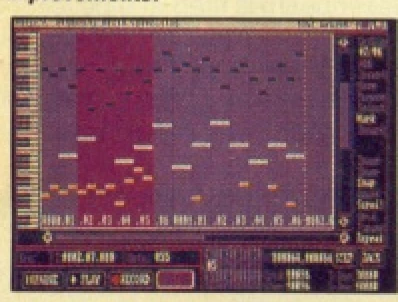
Sound Bytes

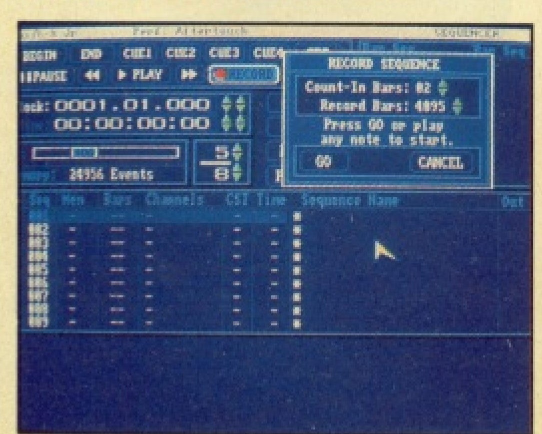
Phil South checks out two new versions of the classic Amiga package for musicians.

Music X Junior Microlllusions, £99

Music X was the one all serious users were crying out for. Like Cubase for the Atari it had many different pages for bar editing, event editing, SMPTE and MIDI synchronisation and MIDI filters. But unlike almost any other sequencers it had built-in library editing (so you could edit your synth sounds on-line), allowed keyboard maps to trigger events from the MIDI keyboard and played Amiga sound samples. Microlllusions will soon be releasing this cut down program. Although it keeps the bar editor, 250 sequences, keyboard mapping and Amiga samples, gone are the built-in library editors, SMPTE and MIDI sync, the filters page has been greatly simplified, and there is no event editing. And best of all they've clipped £200 off the normal price. In use the program is so similar it doesn't seem like a different program. The omission of event editing makes stringing sequences together a bit more labour-intensive, but not so much it holds up your work. Slightly more worrying though, were the odd MIDI errors I got whilst using the program. Random notes, the entire length of memory, were added all over the scores as I input them. This could, I guess, be due to my handling of the product, my A500, or my synth, but as I use the exact same system with *Music X* Senior and no such problems occur, this is unlikely. So provided, of course, they can iron out that annoying bug before they go into production, and of course they will, *Music X* Junior is a feature packed and very cheap intro to MIDI music.

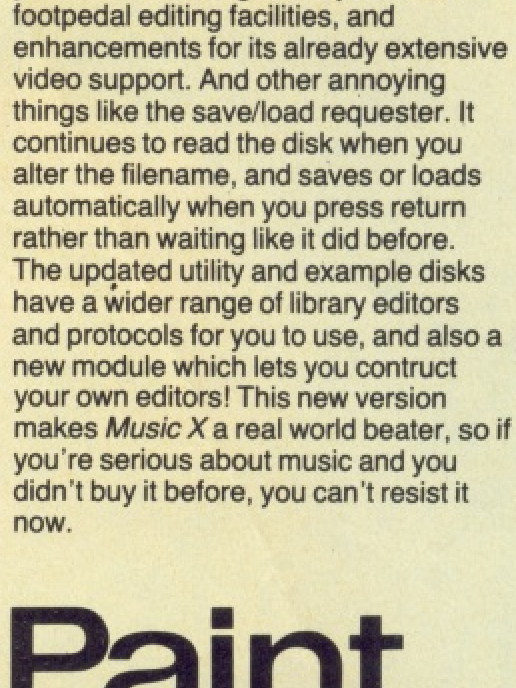
Music X Junior and 1.1. Both are improvements.





Music X version 1.1

Believe it or not, this upgrade's an improvement. There are now prompts which prevent you destroying a previous 'perf' file by accidentally clicking on save rather than load. But there are things which

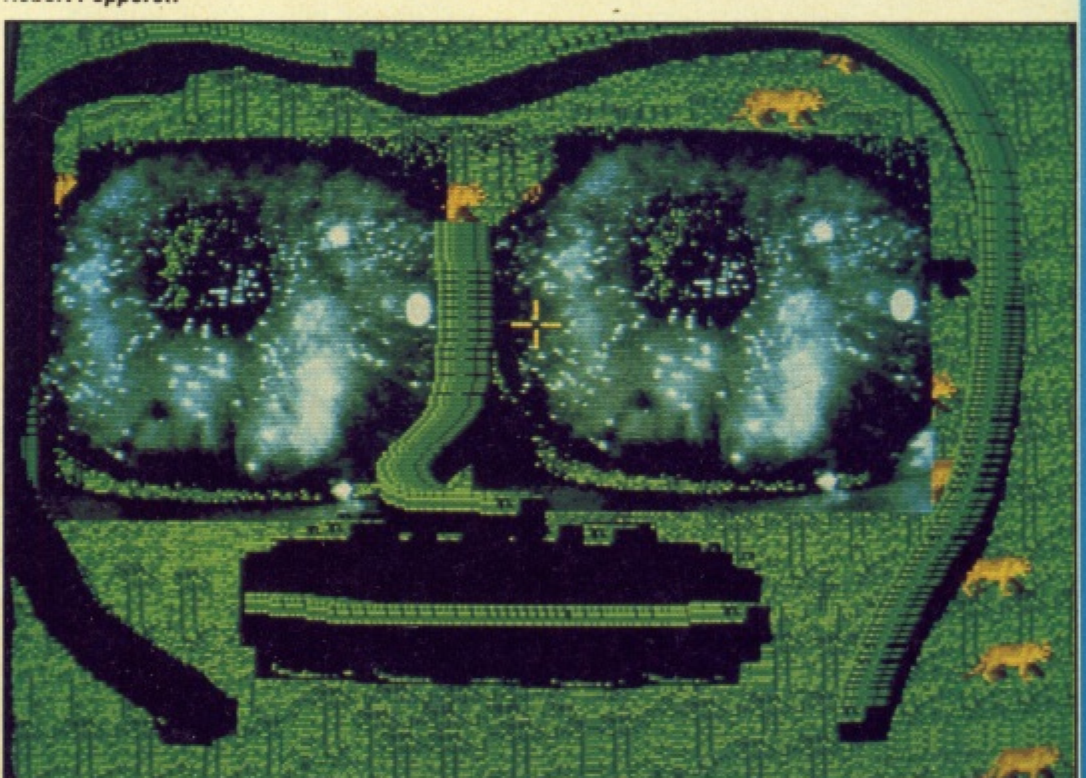

you don't notice right away, like the footpedal editing facilities, and enhancements for its already extensive video support. And other annoying things like the save/load requester. It continues to read the disk when you alter the filename, and saves or loads automatically when you press return rather than waiting like it did before. The updated utility and example disks have a wider range of library editors and protocols for you to use, and also a new module which lets you contruct your own editors! This new version makes *Music X* a real world beater, so if you're serious about music and you didn't buy it before, you can't resist it now.

Paint Box

Surrealism on the Amiga from video group Hardwire. *T Cam*, cucumber green cosmos, and *Voodoo Mousie by Crazy Eddie.* Both shots created on *Deluxe Paint 3. T Cam eyes* digitised using *Vidi Amiga*, original shape for *Voodoo Mousie* from *Vidi Amiga* grabs.



Shattered frames. T.Cam and Crazy Eddie, from Robert Pepperel.



Starscape Campaigns

After the deafening lull of recent years, the race toward the stars is on again. Dan Slingsby takes a look at what's in store for the twenty-first century, and the role that the ultimate micro will play.

Movies such as 2001 and classic TV shows like UFO and Space 1999 all predicted a colony on the moon before the year 2000. It hasn't happened yet but within the next few decades we could be seeing some of the most amazing developments in the history of space flight — thanks to a whole new generation of technology.

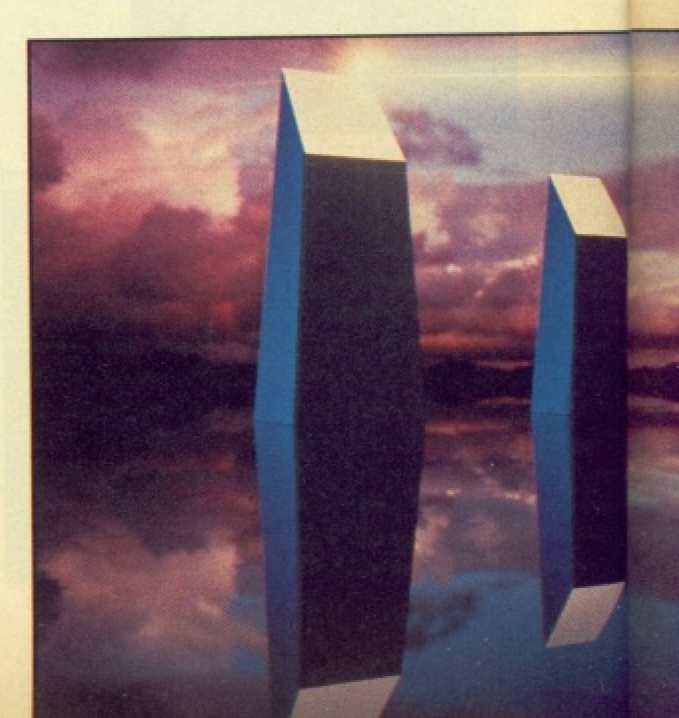
NASA are suggesting tht the US establish a permanent lunar base in the 21st century. The Russians are planning a similar colony. As the Cold War thaws, the US and the Soviet Union could be diverting their funds away from defence into space exploration, although that probably won't silence the Star Wars brigade.

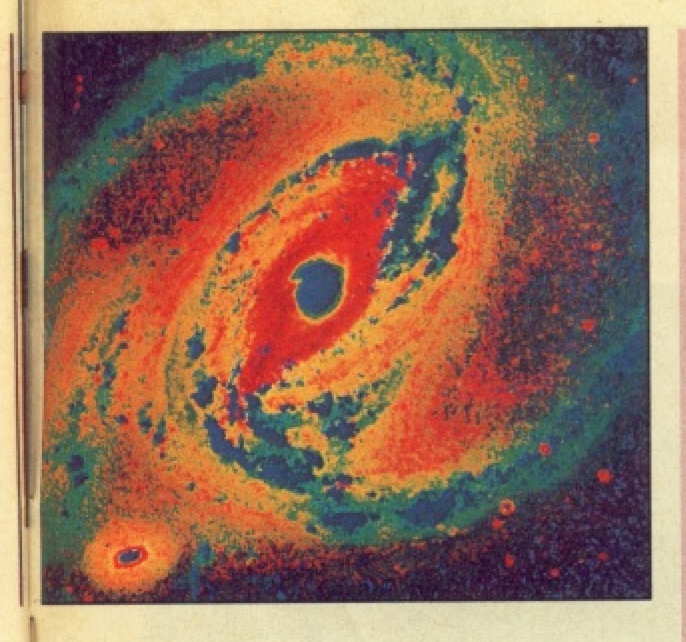
The National Space Society, a pro-space pressure group in the US, have been looking at designs for space stations. Christopher Bartz has proposed a moon base built by giant super-robots. Starting with only one crater, the structure would eventually spread out to house 600 people and act as a satellite assembly facility. John O'Connell's orbiting station would be a high-tech Outlands-style colony that would mine asteroids for their metals and minerals, as well as extracting water, steel and rocket fuel from them. It wouldn't just be self-sufficient, it would actually be built from asteroids themselves.

But the moon is just a stepping stone to greater, more distant planets. We already know a great deal about Mars thanks to the two Viking probes. Getting a manned mission there is curently a problem. But not perhaps if any of the four possible propulsion systems on the drawing board are finally given funding. The first, a solid-core atomic rocket, uses a nuclear reactor to heat liquid hydrogen. First prototypes of such a system were tested by NASA over 3½ decades ago, so although it sounds fanciful it's actually not new.

And then there's nuclear electric propulsion. Supercharged argon or xenon propellant would be thrown at tremendous speeds out of rear exhaust ports by electric thrusters. The third system involves heating uranium to a gaseous state and circulating hydrogen close to the core. The hydrogen heats up and shoots out of the rocket hurtling the vehicle into hyperdrive. If forecasts are correct, this would make the Space Shuttle look like the galactic equivalent of the Robin Reliant.

The fourth drive generates a force similar to those found in white dwarf stars. A laser beam is fired at a pellet of deuterium fuel. The pellet bursts and generates fusion energy. However, you would need an on-board factory capable of producing 50 pellets a



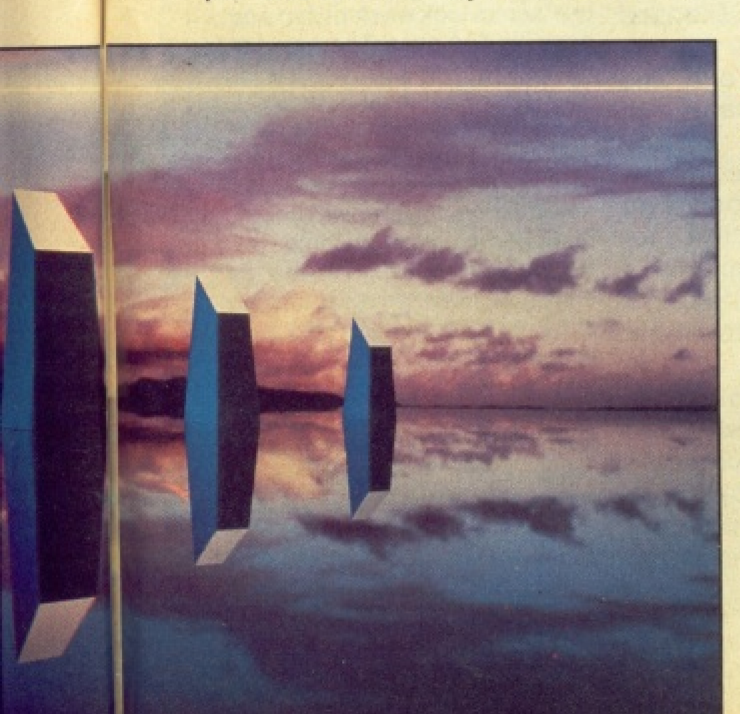


second to keep up the energy flow.

None of these systems are likely to be ready until some years into the 21st century. But one intriguing idea that's been around for years is solar wind-powered flight. This won't be powered by heat of the sun (those sub-atomic particles which are thrown out from the sun by continuous thermonuclear explosions). Solar winds will power it. These are the sun's rays of visible light. Scientists argue that by erecting a huge solar sail, the light will bounce off the shield and propel it forward. If you could make the spacecraft and sail light enough, and the sail itself big enough, you'd be in business.

This isn't science fiction. Cambridge Consultants Ltd are developing a craft called the 'space manta'. The so-far theoretical craft will have 250 metre diameter sails. Nasa's Jet Propulsion Laboratory (JPL) in California have come up with the 'helio-gyro'. This was designed to have 12 sail fins, each eight yards wide and a staggering 7,500 yards long. However, if you wanted to carry a large-sized craft, the fins would then need to be several miles long.

But how fast would it go? A starship powered by light would go on accelerating within the solar system. JPL calculates that an acceleration of a millimetres per second would result in the ship reaching speeds of 100 metres per second in one day. That's 225 miles per hour. In 12 days the craft would have travelled 56,000 miles. I'll let you work out the rest.



Although interstellar drive isn't yet with us, we don't have to travel to the stars to see them. With the launch of the state-of-the-art Hubble Space Telescope into low orbit, scientists will be able to look back through 14 billion years of the history of the Universe. Named after Edwin Hubble, who showed that space steadily expands, this electronic magnifying-glass will be the first to give a clear view of the universe and not have to contend with the distorting effects of earth's atmosphere. It will be able to probe the universe with up to ten times the resolution of ground-based telescopes. The $1.2 billion project weighs 11 tonnes, is 13.1 metres long and 4.27 metres wide. It will be like being able to see for the first time.

Much of what you've read here will be dependent upon the parallel development of other technologies — human cryogenics, new advances in artificial intelligence. But as you read in last month's feature, the armchair speculation has stopped and many of these things are a real possibility. And as Professor David Bloor from the Science and Engineering Research Council recently claimed, chemistry has reached the point where there's scope for virtually any molecule to be synthesised. If you bring the smallest chip down to a cluster of designer molecules which is possible then you're in the realms of the ultimate micro.

And with that kind of information processing at your disposal, the catalyst is available to bring the technologies together — and make long distance space flight a reality.

VIDEO VIEWS

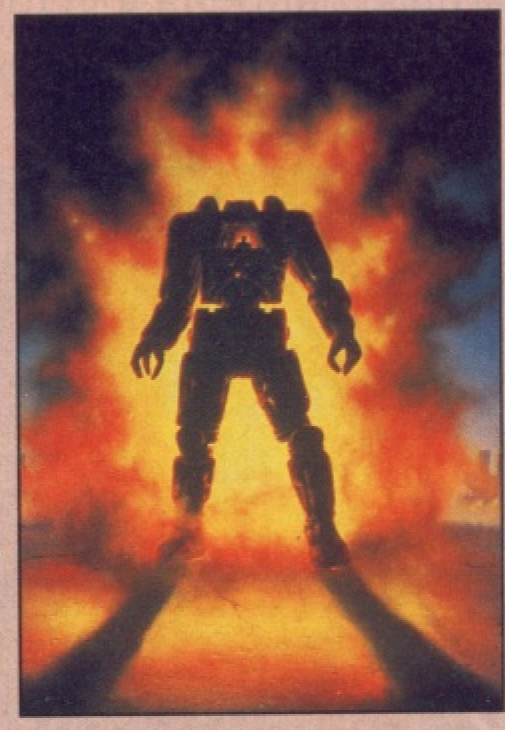
Designer robots aren't just the rage on the home computer. Japanese-style fighting robots are major power symbols for boardgame designers and novelists alike. Now they're on film. Jane Garner checks out the latest releases and lists her all-time favourite robo vids.

Robot-jox is the latest in a long line of videos featuring *Battletech*-style fighting robots. Many of these films are low-budget affairs and aren't worth £2 of anybody's rental money. Robot-jox is one of the better examples of the smash-'em-bash-'em robo vids that are around at the moment.

The world has suffered a nuclear holocaust and the two remaining super-powers — The Common Market and The Confederation — have decided to settle all their remaining disputes using enormous metallic robots equipped with all the firepower of a nuclear arsenal. The twist here is that the robots are controlled by human gladiators inside the metal body. Those unfortunate enough to be picked for this 'honour' have to fight on until their tenth battle after which they retire on a fat pension. But the odds for survival aren't good.

The reigning Common Market champ, Achilles, loses control of his robot body during a contest and hundreds of spectators end up squashed. Then the fun really starts.

The effects and robot hardware in the video are superb, there's action aplenty and some of the fight scenes had me entranced. If *Battletech* was a favourite game of yours on the Amiga, you'll love this!



TOP FIVE ROBO VIDEOS

ROBOCOP. A modern chrome-plated classic. Story of dedicated cop Murphy who is rebuilt and becomes the ultimate law enforcer, Robocop.

TERMINATOR. Sophisticated rough stuff. Schwazenegger plays a cyborg sent back in time to kill a young woman whose existence threatens the future.

SHORT CIRCUIT. Johnny 5 is a 6ft 6in, 250lb, aluminium mass of nuts and bolts brought to life by lightning.

HEARTBEEPS. Two automatons fall in love sitting on a shelf at General Motors, escape and make babies. Good fun.

CHOPPING MALL. The robot security guards at Chopping Mall are struck by lightning and go crazy.

What's happening in the world of software? Release dates, gossip, plus the news and views from those who decide which games you buy.



Video + computers

On the set of It comes from . . .

DESERT FOR CD AMIGA

It Came from the Desert is currently being developed for CDI and — it's been strongly suggested — a cut-down version will be available on CD Amiga. Instead of just computer generated backgrounds and sprites, the CD-based version will use video footage of real-life actors and actresses. Bob Jacob from Cinemaware explained: "*It Came from the Desert* will use full motion video, we have people from the movie business who handle the live action sequences in these type of titles."

The arcade aspects of the CD version will be similar to the computer counterparts but it will be more story-based. "CD lets us concentrate on premier action and adventure."

But at what cost? "It all depends on what kind of production you want," explained Jacob. "Live action and real dialogue will cost you approximately $250,000. The minimum cost for a CDI product is $300,000. *Wings* on CDI will cost in excess of $400,000, while an Amiga version will come in at $150,000 — other computer conversions from the Amiga will cost $25,000 a piece." Jacob grins. "Thank god all the hardware manufacturers are throwing their money around."

An added bonus of the CD Amiga is that it will be able to playback normal audio CD's — and Jacob believes CD-quality audio capability should be taken more seriously. "Sound is the single most important factor software developers ignore in their games. They don't understand the value of good soundtracks and sound effects. Audio has enormous potential, you can play a sound and the brain will supply the unfilled parts. CD-quality audio will have a tremendous impact."

On the future of CD based interactive movies Jacob commented, "it's the greatest ever case of vapourware — it should have been launched three years ago. What you've go to remember is that the economics work if it becomes a mass-market machine. A Compact Disc costs under $1 to manufacture, a ROM cartridge costs $15. There will be a new industry that will force the music, movie and software industries to work together to exploit the medium. It will be three years before CDI is a major market outside Japan. There are no clear winners at the moment."



WORLD WARE

Japanese computer mags are in a world of their own. The best one, Login, reviewed *R-Type 2* printing stills of seahorses instead of screen shots.

In Japanese games, all human characters look westernised and have big doe-eyes. The women have incredible-sized breasts, but apart from that, to our eyes at least, the sexes look the same.

But what about the rest of the world? We asked assorted softcos how their products would be marketed in different countries. Here's what should go on the boxes. America: an older-looking, more stylised graphic, the box should be large; France: sex appeal — women, preferably saucy looking, should be prominent; UK: violence, bright colours and action; Spain: somewhere between the UK and France; Germany: be careful about references to World War II.

Back to business



PRODUCTIVITY

Product endorsement is less common in the software industry than in other media — but it does exist.

USG are among the few which have dabbled, most notably with *Mad Mix*, a co-promotion with the Pepsi Challenge — but for all but a few major publishers the costs are enormous.

Unlike movie companies, where product plugs are charged like ads, the software industry usually pays a ransom for the privilege. Virgin Mastertronic are reported to have paid handsomely for Adidas to endorse *Italia 90*.

Sometimes, no money will change hands if it seems that the relationship will benefit both parties equally. Mirrorsoft, for one, claim that costs were not incurred in the case of their next venture, *Back to the Future 2*.

The strength restorers in this sequel will be none other than bottles of — you've guessed it — Pepsi Cola. Nike trainers and Texaco will also be getting major plugs.

Whether the whole business of product endorsement is a good idea or not is entirely another matter. Certainly in films no one seems to notice much — except, that is, in the case of Back to the Future, the movie, which has gone down as one of the most heavily endorsed films in history. Twenty-six products were placed including those by Cherokee Jeeps, Pizza Hut, BMW (two from this source), Miller Beer, Valvoline motor oil, Magnavox, a Pacman coin-op, JVC, Adidas, Pepsi, Nike, Perrier, Beefeater's gin, USA Today, DeLorean, 7-11, Macintosh, Mattel and Black & Decker.

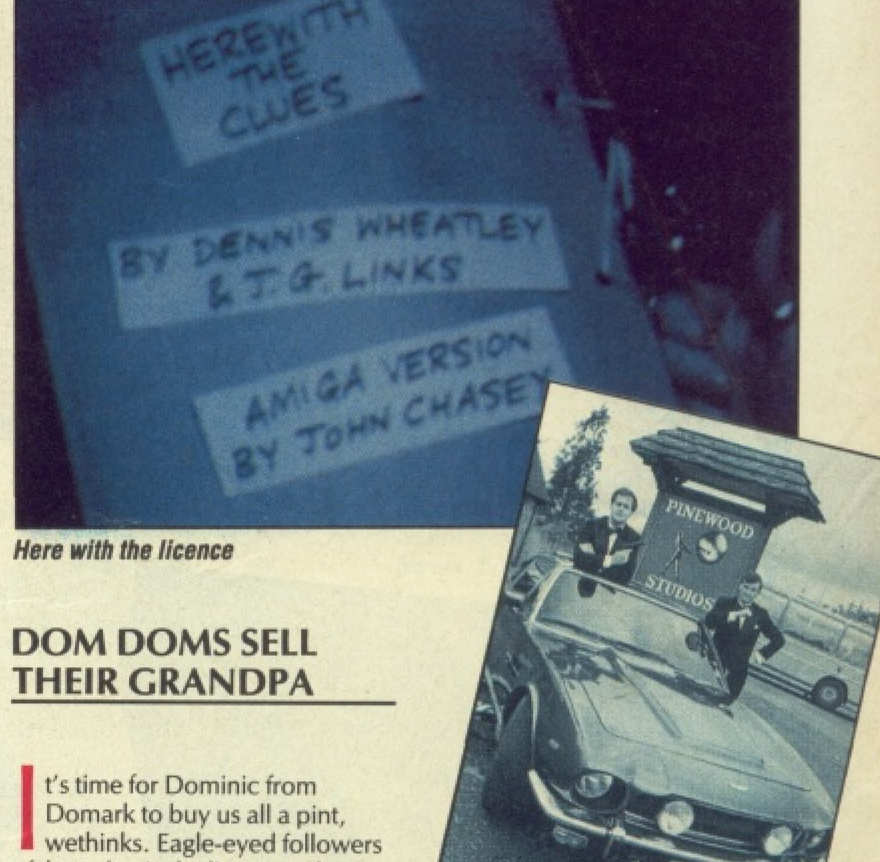
MAY RELEASES

PRODUCT	*PUBLISHER/INFORMATION*
KICK OFF 2.	Anco's sequel promises to be an improvement.
PIRATES.	Hi sea jinks with Microprose's graphic, adventure/strategy.
INTERNATIONAL SOCCER CHALLENGE.	The sequel to Microsoccer — let's hope it's good.
WORLD CUP COMPILATION.	Kick off, TSM, Int Soccer — from El.
DARK CENTURY.	Ray traced blasting from Titus/El.
4TH DIMENSION.	Compilation of hot originals from Hewson — has scorching reviews on other formats.
RORKE'S DRIFT.	Impression's strategy/wargame based around an incident in the Zulu wars.
LAST NINJA 2.	Classic beat 'em up action from System 3.
F-29 RETALIATOR.	Ocean's new flight sim. Pretty fancy stuff.
LOST PATROL.	Ocean's interactive story of Nam finally hits the softshops.
CHAMPIONS OF QUINN.	More exercise from the brain from SSI.
DYNASTY WARS.	US Gold's coin-op licence set in feudal Japan.

DESERT ISLAND DISKS

Games we'd take along if we were shipwrecked . . . this month

STEVE JAMES	**Castle Master, Midwinter, Their Finest Hour.**
MARK PATTERSON	**Midwinter, Ant Heads, Nuclear War.**
TONY DILLON	**Budokan, Ninja Spirit, Their Finest Hour.**



Here with the licence

Oh, oh, it's Doms!

DOM DOMS SELL THEIR GRANDPA

It's time for Dominic from Domark to buy us all a pint, wethinks. Eagle-eyed followers of the softco's dealings may have spotted that CRL's forthcoming *Here with the Clues* is, in fact, based upon one of the lesser known novels by the good Dom's grandpop, horror writer Dennis Wheatley.

No coincidence, though that the Dennis Wheatley estate is owned by Domark. Shall we, perhaps, see the best of the bunch, The Devil Rides Out, sold off for licence?

And in the meantime, presumably the Doms have some beer money spare. Three pints of Tennants, please. . . .

ORSON PENN

Talking of drinkers, all of us at EMAP Towers were wondering just when Gary Penn, of the Ne, will be getting his Equity card.

Gary was one of the assorted journos who were recently treated by Mirrorsoft to three days in Nice and a promotional video fronted by none other than Gary Penn.

The highlight of his debut was the Bitmaps section, which featured the be-raincoated Mr Penn swooping out of the mist like Orson Welles in old Sherry ad.

No a bad debut. One glass of golden Oloroso, then?

HOBBLESOFT

More news from Mirrorsoft, and why on earth has Marketing Manager Sean Brennan taken to wearing nylon bedroom slippers while walking the streets of London? Has he, perhaps, gone a little bit mad?

The reason for this outrage lies in the hands of Mr Brennan's Sensi, a Ninja like tutor who threw the hapless victim during martial arts practise.

So now you know. An ankle has been sprained, but not we trust the drinking hand.

OUTER LIMITS

HOT PINK
70S Caddy with strings. A collector's item for a Presley fan, only in the States. ▶

SIGHT 'N' SOUND
CD video player and stereo from Philips. Available at high street stores. ▼



TELETYPE
and radio combined. Price $6,500. Tel. New York freephone 222 SONY. ▼



FOLD UP ▶
clock and radio. Yours from American Retro, Old Compton Street, London.

THREESOME
includes the new Dan Dare. From Comic Showcase, 76 Neale Street, London. ▶







FLEXIBLE ▲
Your very own bendy razor from American Retro, address below opposite.

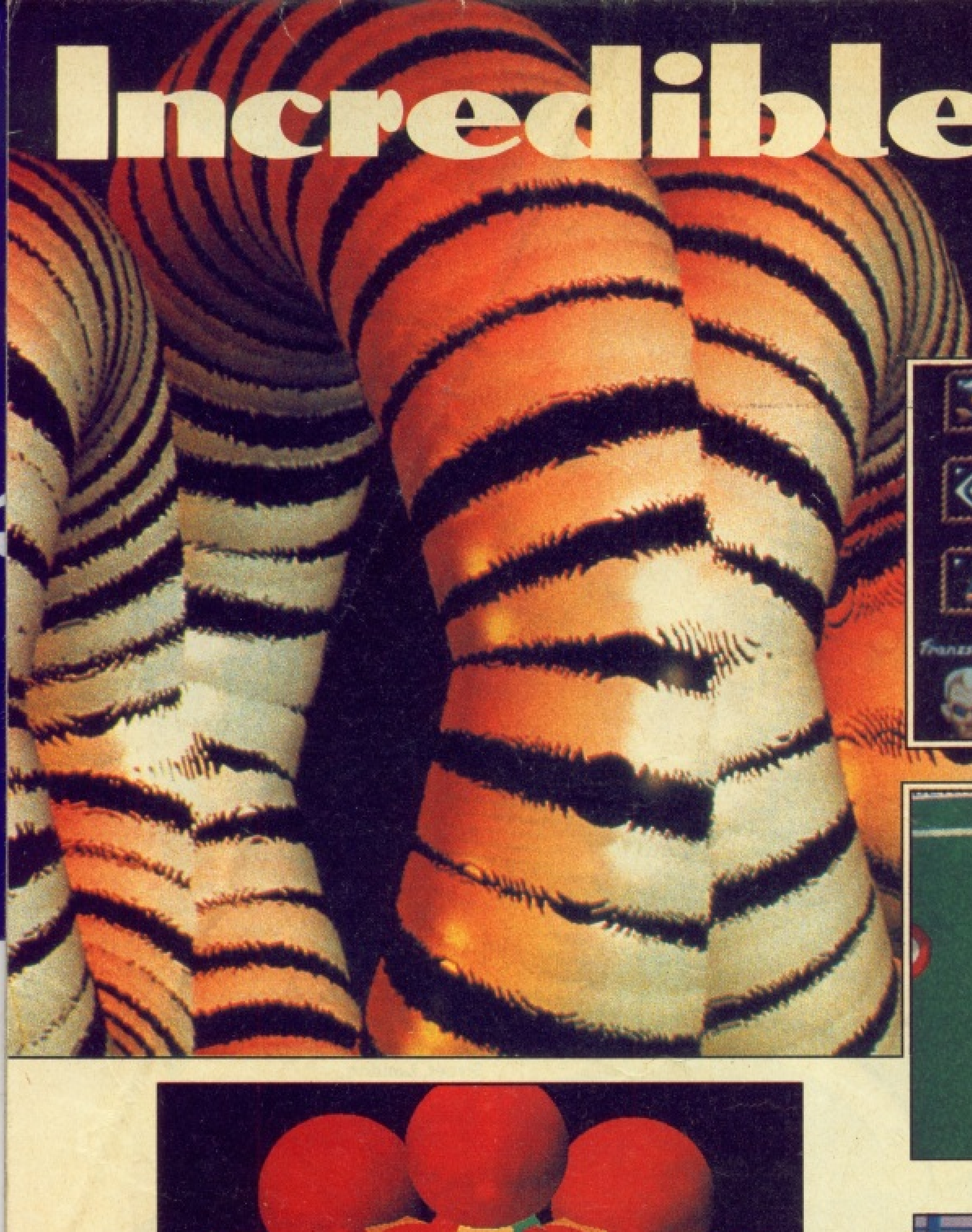
BLINDED
▼ by the light — and price. £135 IDC eye potection from American Retro.

HOWDEE ▲
cheap 'n' chirpy Americana post cards from Astro Homes, Neale Street, London.

▼ JUMBO
sized Specimen calculator. £31.95 from American Retro.

DUO ▲
companion set from Comic Showcase. Address opposite.

▲ CHEERS
Make a trunk call six-pack style. Canned at Rismans(?), Old Compton St, London



DIY art and sound, plus how to predict the future of the cosmos — with an Amiga package!
Plus, more disk exclusives!
Great demos for you to play

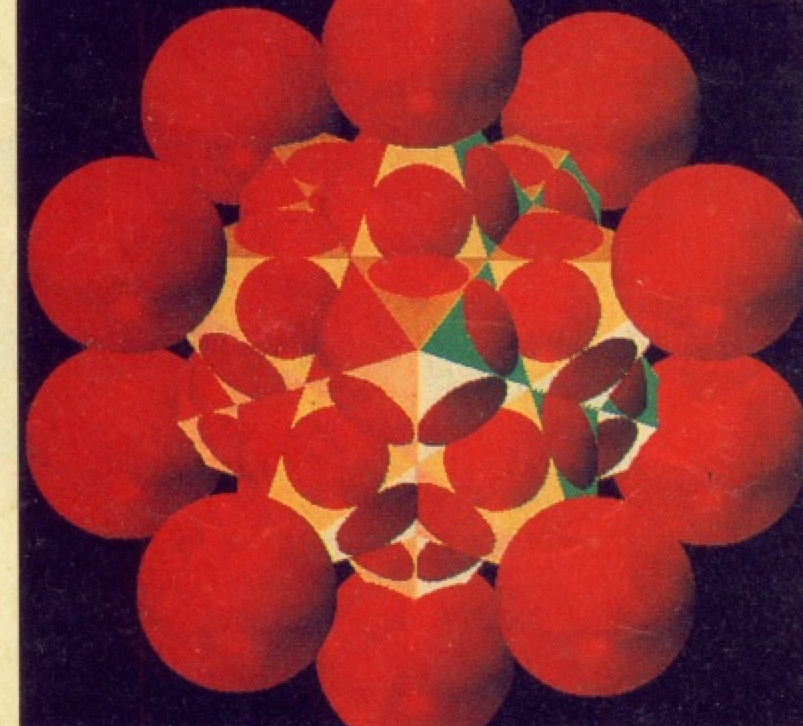
REVIEWED



FLIMBO'S QUEST



SUBBUTEO



OPERATION STEALTH

PLUS MORE GREAT EXCLUSIVES. TOTALLY AMIGA, TOTALLY ADDICTIVE . . . ON SALE 26 MAY.



IN THE BATTLE OF BRITAIN PILOTS LEARNED TO STARE IN THE FACE OF DEATH IN EVERY WAKING HOUR ....

.... HOW LONG CAN YOU SURVIVE?

SUMMER 1940,
THE BATTLE OF BRITAIN.
A battle fought not only by scientists, computers or space-age technology but by ordinary men. Men who learned to live with fear and stared in the face of death in every waking hour. Men who relied on each others skill, courage and faith to keep them alive at a time when their physical and mental faculties were stretched to breaking point and beyond.
Now you can relive this gut-wrenching, bloody confrontation in the most graphically stunning, historically accurate and thrillingly realistic war simulation ever available.



"Even in the heat of the moment I well remember my amazement at the shattering effects of my fire. Pieces flew off his fuselage and cockpit covering, a great stream of smoke appeared from the engine and a moment later a great sheet of flame licked out from the engine cowling and he dived vertically."
RAF Pilot Officer David Crook.



"There were about twelve Me 109s diving at me from the sun and at least half of them must have been firing deflection shots at me. There was a popping noise and my control column became useless. I found myself doing a vertical dive, getting faster and faster. I pulled the hood back. I got my head out of the cockpit, and the slipstream tore the rest of me clean out of the machine."
RAF Pilot Officer Stevenson.

"There isn't much time to muck abou[t] a head on attack. I gave a short burst th[en] slid underneath his big black belly wi[th] only feet to spare, and flashed through th[e] rest of the formation. I hadn't meant to cut it so close, and instinctively ducked as I saw wings engines, cockpits and black crosses go streaking through my hood. I had reached about 450 mph in my dive, and heaved bac[k] on the stick. I blacked out completely as I wen[t] up and over in an enormous loop."
RAF Pilot Officer Boggle Bodie



Screen Shots from IBM [PC] Versi[on]

Available on:
ATARI ST, IBM PC
& CBM AMIGA



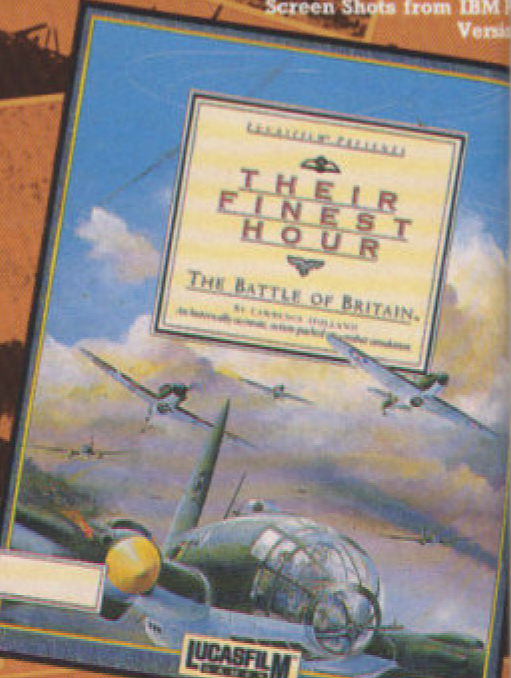


94%

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